

MUSIC  
**ATELIER**  
ROLAND ORGAN

OWNER'S MANUAL

AT 75

Roland®



ROLAND ORGAN

MUSIC  
ATELIER

AT 75

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OWNER'S MANUAL

Before using this unit, carefully read the sections entitled: "IMPORTANT SAFETY INSTRUCTIONS" (p. 2), "USING THE UNIT SAFELY" (p. 3), and "IMPORTANT NOTES" (p. 6). These sections provide important information concerning the proper operation of the unit. Additionally, in order to feel assured that you have gained a good grasp of every feature provided by your new unit, Owner's manual should be read in its entirety. The manual should be saved and kept on hand as a convenient reference.

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**WARNING:** To reduce the risk of fire or electric shock, do not expose this apparatus to rain or moisture.

	<b>CAUTION</b> RISK OF ELECTRIC SHOCK DO NOT OPEN	
<b>ATTENTION:</b> RISQUE DE CHOC ELECTRIQUE NE PAS OUVRIR		
<b>CAUTION:</b> TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER (OR BACK). NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.		



The lightning flash with arrowhead symbol, within an equilateral triangle, is intended to alert the user to the presence of uninsulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.



The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the product.

INSTRUCTIONS PERTAINING TO A RISK OF FIRE, ELECTRIC SHOCK, OR INJURY TO PERSONS.

## IMPORTANT SAFETY INSTRUCTIONS SAVE THESE INSTRUCTIONS

**WARNING** - When using electric products, basic precautions should always be followed, including the following:

1. Read these instructions.
2. Keep these instructions.
3. Heed all warnings.
4. Follow all instructions.
5. Do not use this apparatus near water.
6. Clean only with a dry cloth.
7. Do not block any of the ventilation openings. Install in accordance with the manufacturers instructions.
8. Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
9. Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
10. Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
11. Only use attachments/accessories specified by the manufacturer.
12. Use only with the cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with the apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over.
13. Unplug this apparatus during lightning storms or when unused for long periods of time.
14. Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.



For the U.K.

**IMPORTANT:** THE WIRES IN THIS MAINS LEAD ARE COLOURED IN ACCORDANCE WITH THE FOLLOWING CODE.

BLUE: NEUTRAL  
BROWN: LIVE

As the colours of the wires in the mains lead of this apparatus may not correspond with the coloured markings identifying the terminals in your plug, proceed as follows:

The wire which is coloured BLUE must be connected to the terminal which is marked with the letter N or coloured BLACK.  
The wire which is coloured BROWN must be connected to the terminal which is marked with the letter L or coloured RED.  
Under no circumstances must either of the above wires be connected to the earth terminal of a three pin plug.

# USING THE UNIT SAFELY

## INSTRUCTIONS FOR THE PREVENTION OF FIRE, ELECTRIC SHOCK, OR INJURY TO PERSONS

### About ⚠ WARNING and ⚠ CAUTION Notices

<b>⚠ WARNING</b>	Used for instructions intended to alert the user to the risk of death or severe injury should the unit be used improperly.
<b>⚠ CAUTION</b>	Used for instructions intended to alert the user to the risk of injury or material damage should the unit be used improperly. * Material damage refers to damage or other adverse effects caused with respect to the home and all its furnishings, as well to domestic animals or pets.

### About the Symbols

	The ⚠ symbol alerts the user to important instructions or warnings. The specific meaning of the symbol is determined by the design contained within the triangle. In the case of the symbol at left, it is used for general cautions, warnings, or alerts to danger.
	The ⚡ symbol alerts the user to items that must never be carried out (are forbidden). The specific thing that must not be done is indicated by the design contained within the circle. In the case of the symbol at left, it means that the unit must never be disassembled.
	The ⏻ symbol alerts the user to things that must be carried out. The specific thing that must be done is indicated by the design contained within the circle. In the case of the symbol at left, it means that the power-cord plug must be unplugged from the outlet.

## ALWAYS OBSERVE THE FOLLOWING

### ⚠ WARNING

#### Do not disassemble or modify

Do not disassemble or modify this device.



#### Do not repair or replace parts

Never attempt to repair this device or replace parts. If repair or part replacement should become necessary, you must contact your dealer or a Roland service center.



#### Do not use or store in the following types of locations

- Subject to temperature extremes (e.g., direct sunlight in an enclosed vehicle, near a heating duct, on top of heat-generating equipment); or are
- Damp (e.g., baths, washrooms, on wet floors); or are
- Exposed to steam or smoke; or are
- Subject to salt exposure; or are
- Humid; or are
- Exposed to rain; or are
- Dusty or sandy; or are
- Subject to high levels of vibration and shakiness.

#### Do not place in an unstable location

Do not place this device on an unstable stand or a tilted surface. You must place it in a stable and level location.

#### Connect the power cord to an outlet of the correct voltage

You must connect the power cord to an AC outlet of the correct voltage as marked on the device.

### ⚠ WARNING

#### Use only the included power cord

You must use only the power cord included with the device. Do not use the included power cord with any other device.

#### Do not bend the power cord or place heavy objects on it

Do not bend the power cord excessively, or place heavy objects on the power cord. Doing so will damage the power cord, and may cause short circuits or faulty connections, possibly resulting in fire or electrical shock.

#### Do not share an outlet with an unreasonable number of other devices

Do not connect excessive numbers of electrical devices to a single power outlet. In particular, when using a power strip, exceeding the rated capacity (watts/amps) of the power strip may cause heat to be generated, possibly melting the cable.

#### Avoid extended use at high volume

This device, either by itself or used in conjunction with headphones, amps, and/or speakers, is capable of producing volume levels that can cause permanent hearing damage. If you experience impaired hearing or ringing in your ears, immediately stop using the device and consult a medical specialist.

#### Do not insert foreign objects

Never allow foreign objects (flammable objects, coins, wires, etc.) to enter this device. This can cause short circuits or other malfunctions.

### **WARNING**

#### **Turn off the power if an abnormality or malfunction occurs**

If any of the following should occur, immediately turn off the power, disconnect the power cord from the AC outlet, and contact your dealer or a service center to have the device serviced.



- The power cord is damaged
- The device produces smoke or an unusual smell
- A foreign object enters the device, or liquid spills into the device
- The device becomes wet (by rain, etc.)
- An abnormality or malfunction occurs in the device

#### **Do not allow children to use without supervision**

In households with children, take particular care against tampering. If children are to use this device, they must be supervised or guided by an adult.



#### **Do not drop or subject to strong impact**

Do not drop this device or subject it to strong impact.



#### **Do not use overseas**

If you wish to use this device overseas, please contact your dealer or a service center.



#### **Do not use a CD-ROM in an audio CD player or DVD player**

If you attempt to play back a CD-ROM in a conventional audio CD player or DVD player, the resulting high volume may damage your hearing or your speakers.



#### **Do not place containers of water on the device**

Do not place containers of water (such as a flower vase) or drinks on the device. Nor should you place containers of insecticide, perfume, alcoholic liquids, nail polish, or spray cans on the device. Liquids that spill into the device may cause it to malfunction, and may cause short circuits or faulty operation.



### **CAUTION**

#### **Place in a well ventilated location**

When using this device, ensure that it is placed in a well ventilated location.



#### **Grasp the plug when connecting or disconnecting the power cord**

When connecting or disconnecting the power cord to/from an AC outlet or the device itself, you must grasp the plug, not the cord.



#### **Periodically wipe the dust off the power cord plug**

From time to time, you should unplug the power cord from the AC outlet and use a dry cloth to wipe the dust off of it. You should also unplug the power cord from the AC outlet if you will not be using the device for an extended period of time. Dust or dirt that accumulates between the power cord plug and the AC outlet can cause a short circuit, possibly resulting in fire.



#### **Manage cables for safety**

Ensure that the connected cables are organized and managed in a safe manner. In particular, place the cables out of reach of children.



#### **Do not stand or place heavy objects on this device**

Do not stand on this device, or place heavy objects on it.



#### **Do not connect or disconnect the power cord with wet hands**

Do not connect or disconnect the power cord to the device or AC outlet while holding the power cord plug with wet hands.



#### **Cautions when moving this device**

If you need to move the instrument, take note of the precautions listed below.



- Check whether the knob bolts fastening the device to its stand have become loose. If they are loose, tighten them firmly.
- Disconnect the power cord.
- Disconnect external devices.
- Remove the music stand.

Since this product is very heavy, you must make sure that a sufficient number of people are on hand to help, so you can lift and move it safely, without causing strain. It should be handled carefully, all the while keeping it level. Make sure to have a firm grip, to protect yourself from injury and the instrument from damage.

 **CAUTION**

**Unplug the power cord from the AC outlet before cleaning**

Before you clean the device, turn off the power and unplug the power cord from the AC outlet.



**If there is a possibility of lightning strike, disconnect the power cord from the AC outlet**

If there is a possibility of lightning strike, immediately turn off the power and disconnect the power cord from the AC outlet.



**Cautions when using the seat**

You must observe the following cautions when using the seat.

- Do not play with the seat or use it as a stepstool.
- Do not allow two or more people to sit on the seat simultaneously.
- Do not sit on the seat if the bolts fastening the legs are loose. (If they are loose, use the included tool to retighten them.)



**Keep small items out of the reach of children**

To prevent small items such as the following from being swallowed accidentally, keep them out of the reach of children.



- Included items
  - Cord hook
  - Wing nut for cord hook
  - Screws for assembling the stand
  - Knob bolts
  - Cord clamps

**Do not remove the speaker grille and speaker**

Do not remove the speaker grille and speaker by any means. Speaker not user replaceable. Shock hazardous voltages and currents are present inside the enclosure.



# IMPORTANT NOTES

## Power Supply

- Do not connect this device to the same electrical outlet as an inverter-controlled device such as a refrigerator, microwave oven, or air conditioner, or a device that contains an electric motor. Depending on how the other device is used, power supply noise could cause this device to malfunction or produce noise. If it is not practical to use a separate electrical outlet, please connect this device via a power supply noise filter.
- Before you make connections, you must switch off the power on all devices to prevent malfunction and/or speaker damage.
- Although the LCD and LEDs are switched off when the Power switch is switched off, this does not mean that the unit has been completely disconnected from the source of power. If you need to turn off the power completely, first turn off the Power switch, then unplug the power cord from the power outlet. For this reason, the outlet into which you choose to connect the power cord's plug should be one that is within easy reach and readily accessible.

## Location

- If this device is placed near devices that contain large transformers, such as power amps, hum may be induced in this device. If this occurs, move this device farther away or change its orientation.
- If this device is operated near a television or radio, color distortion may be seen in the television screen or noise may be heard from the radio. If this occurs, move this device farther away.
- Keep your cell phone powered off or at a sufficient distance from this device. If a cell phone is nearby, noise may be heard when a call is received or initiated, or during conversation.
- Do not leave this device in direct sunlight, near devices that produce heat, or in a closed-up automobile. Do not allow illumination devices operated in close proximity (such as a piano light) or powerful spotlights to shine on the same location on this device for an extended time. This can cause deformation or color change.
- If you move this device between locations of radically different temperature or humidity, water droplets (condensation) may form inside the device. Using the device in this condition will cause malfunctions, so please allow several hours for the condensation to disappear before you use the device.
- Do not allow items made of rubber or vinyl to remain on top of this device for an extended time. This can cause deformation or color change.
- Do not leave objects on top of the keyboard or pedalboard. This can cause malfunctions such as failure to sound.
- Do not affix adhesive labels to this device. The exterior finish may be damaged when you remove the labels.
- Depending on the material and temperature of the surface on which you place the unit, its rubber feet may discolor or mar the surface. You can place a piece of felt or cloth under the rubber feet to prevent this from happening. If you do so, please make sure that the unit will not slip or move accidentally.

## Care

- For everyday care, wipe with a soft dry cloth, or remove stubborn dirt using a tightly wrung-out cloth. If this device contains wooden components, wipe the entire area following the direction of the grain. The finish may be damaged if you continue strongly rubbing a single location.
- If water droplets should adhere to this device, immediately wipe them off using a soft dry cloth.
- Do not use solvents such as benzene, thinner, or alcohol, since these can cause deformation or color change.

## Servicing

- If you return this device for servicing, the contents of memory may be lost. Please store important contents on USB memory, or make a note of the contents. We take utmost care to preserve the contents of memory when performing service, but there may be cases when the stored content cannot be recovered because the memory section has malfunctioned. Please be aware that we cannot accept responsibility for the recovery of lost memory content or for any consequences of such loss.

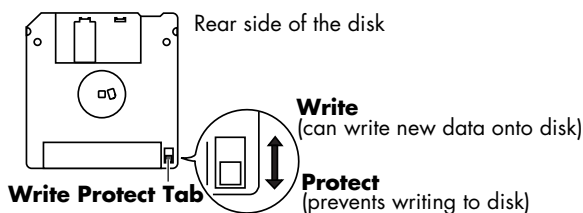
## Other Cautions

- Stored content may be lost due to a malfunction of the device or because of inadvertent operation. You should back up important content on USB memory as a safeguard against such loss.
- We cannot accept responsibility for the recovery of any content lost from internal memory or USB memory, or for the consequences of such loss.
- Do not apply excessive force to the buttons, knobs, or input/output jacks, since this may cause malfunctions.
- Never strike or apply strong pressure to the display.
- When connecting or disconnecting cables, grasp the plug (not the cable) to prevent short circuits or broken connections.
- This device may produce a certain amount of heat, but this is not a malfunction.
- Please enjoy your music in ways that do not inconvenience other people nearby, and pay particular attention to the volume at nighttime. Using headphones will allow you to enjoy music without having to be concerned about others.
- When transporting or shipping this device, package it in an appropriate amount of cushioning material. Scratches, damage, or malfunctions may occur if you transport it without appropriate packaging.
- If using the music rest, do not apply excessive force to it.
- Some connection cables contain a resistor. Do not connect such cables to this device. Doing so may make the volume extremely low or inaudible. Please use connection cables not containing a resistor.



## Floppy Disk Handling (Using Optional Floppy Disk Drive)


- Floppy disks contain a plastic disk with a thin coating of magnetic storage medium. Microscopic precision is required to enable storage of large amounts of data on such a small surface area. To preserve their integrity, please observe the following when handling floppy disks:
  - Never touch the magnetic medium inside the disk.
  - Do not use or store floppy disks in dirty or dusty areas.
  - Do not subject floppy disks to temperature extremes (e.g., direct sunlight in an enclosed vehicle).  
Recommended temperature range: 10–50 degrees C (50–122 degrees F).
  - Do not expose floppy disks to strong magnetic fields, such as those generated by loudspeakers.
- Floppy disks have a “write protect” tab which can protect the disk from accidental erasure. It is recommended that the tab be kept in the PROTECT position, and moved to the WRITE position only when you wish to write new data onto the disk.



- The identification label should be firmly affixed to the disk. Should the label come loose while the disk is in the drive, it may be difficult to remove the disk.
- Store all disks in a safe place to avoid damaging them, and to protect them from dust, dirt, and other hazards. By using a dirty or dust-ridden disk, you risk damaging the disk, as well as causing the disk drive to malfunction.

## USB Memory Handling (Using Optional USB Memory)

- When connecting USB memory, firmly insert it all the way in.
- Do not touch the pins of the USB memory connector, or allow them to become dirty.
- USB memory is made using high-precision electronic components, so please observe the following points when handling it.
  - To prevent damage from static electrical charges, discharge any static electricity that might be present in your body before handling USB memory.
  - Do not touch the terminals with your fingers or any metal object.
  - Do not bend or drop USB memory, or subject it to strong impact.
  - Do not leave USB memory in direct sunlight or in locations such as a closed-up automobile.
  - Do not allow USB memory to become wet.
  - Do not disassemble or modify USB memory.
- When connecting USB memory, position it horizontally with the External Memory connector and insert it without using excessive force. The External Memory connector may be damaged if you use excessive force when inserting USB memory.


- Do not insert anything other than USB memory (e.g., wire, coins, other types of device) into the External Memory connector. Doing so will damage the External Memory connector.
- Do not apply excessive force to the connected USB memory.
- If you will not be using USB memory for an extended period of time, close the USB memory cover.
- Security Slot (  ) (P.19)  
<http://www.kensington.com/>


## Handling the CDs (CD-ROMs) (Using Optional CD Drive)

- When handling the discs, please observe the following.
  - Do not touch the encoded surface of the disc.
  - Do not use in dusty areas.
  - Do not leave the disc in direct sunlight or an enclosed vehicle.
- Avoid touching or scratching the shiny underside (encoded surface) of the disc. Damaged or dirty CD-ROM discs may not be read properly. Keep your discs clean using a commercially available CD cleaner.
- Keep the disc in the case.
- Do not keep the disc in the CD drive for a long time.
- Do not put a sticker on the label of the disc.
- Wipe the disc with a soft and dry cloth radially from inside to outside. Do not wipe along circumference.
- Do not use benzine, record cleaner spray or solvents of any kind.
- Do not bend the disc. Bending discs may prevent proper reading and writing of data, and may further result in malfunction.

## Copyright

- This product can be used to record or duplicate audio or visual material without being limited by certain technological copy-protection measures. This is due to the fact that this product is intended to be used for the purpose of producing original music or video material, and is therefore designed so that material that does not infringe copyrights belonging to others (for example, your own original works) can be recorded or duplicated freely.
- Do not use this unit for purposes that could infringe on a copyright held by a third party. We assume no responsibility whatsoever with regard to any infringements of third-party copyrights arising through your use of this unit.

\* GS (  ) is a registered trademark of Roland Corporation.

\* XGLite (  ) is a registered trademark of Yamaha Corporation.

\* All product names mentioned in this document are trademarks or registered trademarks of their respective owners.

# Main Features

We want to take a moment to thank you for your purchase of the Roland Organ "Music ATELIER AT-75." The ATELIER is an electronic organ which provides a generous collection of rich organ sounds. In addition, it is designed to be easy to learn and use. In order to enjoy reliable performance of your new keyboard for many years to come, please take the time to read through this manual in its entirety.

## Basic Concepts of the ATELIER Series

### A full complement of organ sounds

A wide range of basic organ sounds, ranging from jazz organ and pipe organ to theatre organ, are onboard so you are sure to enjoy having access to all the sounds you expect from an organ.

### Panel layout based on a tradition of emphasis on realtime operation

Based on the idea that you should be able to sit down and begin playing immediately, the operation buttons of the panel are arranged by function as dictated by classic organ traditions, ensuring easy and intuitive operation. All models of the ATELIER series feature the same operability, allowing you to start playing immediately even if you switch models.

### High-quality sounds that you can use without editing

In addition to a full range of organ sounds, high-quality sounds such as strings and brass are also included onboard. You can simply select sounds and enjoy playing the organ—no need to perform complicated editing operations.

### Design utilizes your existing music data

The ATELIER series is designed so that even on new models, you will feel right at home and can begin playing immediately. Consideration has been given to data compatibility, and existing song data or Registration data can be moved to USB memory or used by connecting a floppy disk drive.

### Music styles from around the world

A rich variety of the world's most representative music styles (Rhythm and Auto Accompaniment patterns) are built-in, allowing you to more readily perform music from almost any genre.

### Utilizes SMF music files

Compatible with General MIDI 2, the world standard in SMF music files. Since an External Memory connector is provided, you can connect separately available USB memory or a floppy disk drive and take advantage of the wide range of commercially available SMF music files. You can also mute parts, allowing you to practice the part for each hand separately, and enjoy performing ensemble with the music files.

## Features

### Harmonic bars for creating organ sounds

The organ is equipped with "Harmonic bars," which are much like the controllers used on traditional jazz organs. By operating the harmonic bars, you can easily create a diverse variety of organ sounds.

### USB Memory

You can connect separately sold USB memory or a floppy disk drive, and play back SMF music files.

Performances you record or Registration data you create can also be saved on USB memory or a floppy disk, or you can save SMF music files or Registrations from USB memory or a floppy disk into internal User Memory.

### Highly realistic Rhythms and Automatic Accompaniment functions

All Rhythms use data from performances by professional drummers, featuring high-quality patterns with all the grooves and subtle nuance of the real thing. In addition, you can use Automatic Accompaniments that are perfectly matched to each Rhythm to enjoy the feeling of playing with your own band in the background.

### Human voices

In addition to a full complement of organ tones, the ATELIER also features tones that express a wide range of human vocal qualities, including "Jazz Scat," which changes according to how firmly the keys are pressed, and "Classical" tones that perfectly express that choir image.

### Active Expression Sounds

For some of the sounds, moving the expression pedal will vary not only the volume but also the tone, or add other sounds. From pianissimo to fortissimo, the tonal character of the sound itself will change as you perform a crescendo, or strings may appear behind the piano, creating dynamic changes in tonality.

### Harmony Intelligence

The Harmony Intelligence function automatically adds harmony to the upper keyboard sound according to the chord you play in the lower keyboard. This gives you greater tonal depth and a more powerful performance.

### Split Function

The 49-key lower manual can be split into separate sections, with each being used to play a different tone.

## Conventions Used in This Manual

This manual uses the following conventions in the interest of simpler, more concise instructions.

- The AT-75 are abbreviated in this manual as "ATELIER" respectively.
- The explanations in this manual include illustrations that depict what should typically be shown by the display. Note, however, that your ATELIER may incorporate a newer, enhanced version of the system (e.g., includes newer sounds), so what you actually see in the display may not always match what appears in the manual.
- Button names are enclosed in square brackets ("[ ]"), as in [Drums/SFX] button.
- [▲] [▼], [◀] [▶] means that you should press one or the other button.  
Example: Reverb [▲] [▼] buttons, Tempo [◀] [▶] buttons.
- An asterisk (\*) or a **NOTE** at the beginning of a paragraph indicates a note or precaution. These should not be ignored.
- (p. \*\*) refers to pages within the manual.
- The diagram of the ATELIER at the top of the page shows the location of the buttons to be pressed, etc.

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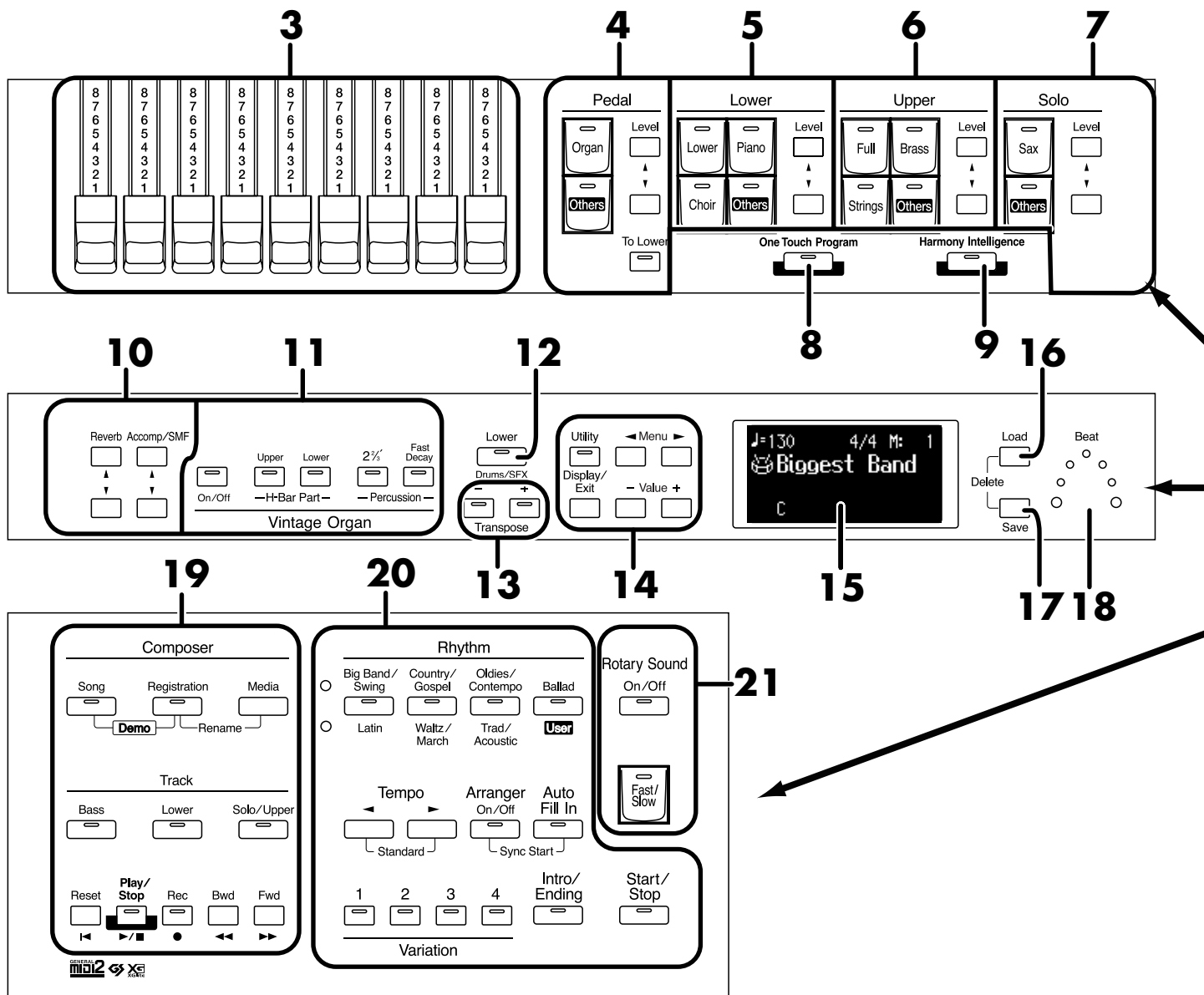
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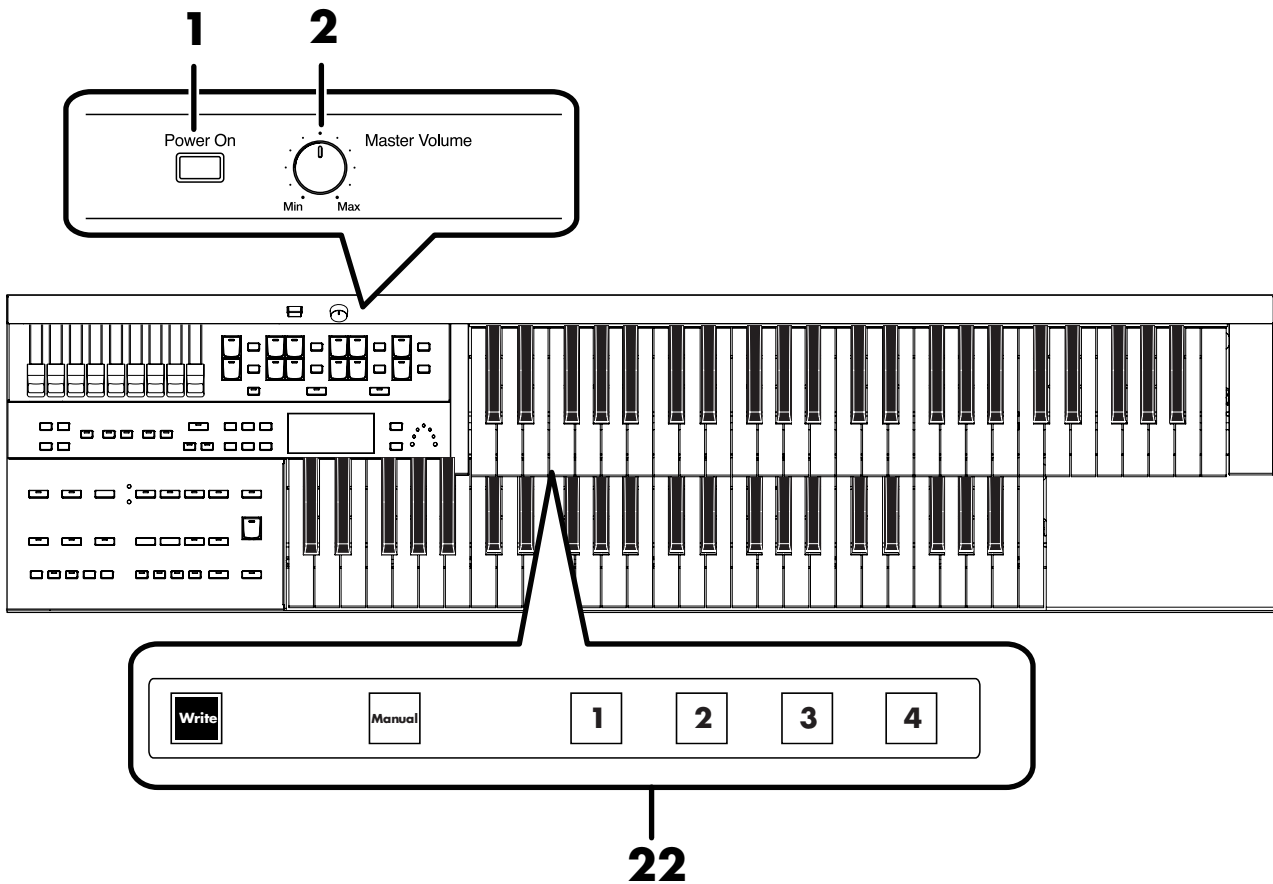
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# Panel Descriptions



1. [Power On] switch ( → p. 16)
2. [Master Volume] knob ( → p. 17)
3. Harmonic Bars ( → p. 28)
4. Pedal Bass Voice Select buttons ( → p. 25)  
Pedal Part  
[To Lower] button ( → p. 36, p. 40)  
Level [▲] [▼] buttons ( → p. 34)
5. Lower Voice Select buttons ( → p. 25)  
Lower part  
Level [▲] [▼] buttons ( → p. 34)
6. Upper Voice Select buttons ( → p. 25)  
Upper part  
Level [▲] [▼] buttons ( → p. 34)
7. Solo Voice Select buttons ( → p. 26)  
Solo part  
Level [▲] [▼] buttons ( → p. 34)
8. [One Touch Program] button ( → p. 51)
9. [Harmony Intelligence] button ( → p. 73)
10. Part Balance [▲] [▼] buttons ( → p. 34, p. 78)
11. Vintage Organ buttons ( → p. 28)
12. Lower [Drums/SFX] button ( → p. 36)
13. Transpose [-] [+] buttons ( → p. 68)
14.  
[Utility] button ( → p. 98)  
[Display/Exit] button ( → p. 21)  
Menu [◀][▶] buttons  
Value [-] [+] buttons
15. Display ( → p. 21)
16. Load button
17. Delete button
18. Save button
19. Composer section  
Song, Registration, Media buttons  
Demo, Rename buttons  
Track section  
Bass, Lower, Solo/Upper buttons  
Reset, Play/Stop, Rec, Bwd, Fwd buttons
20. Rhythm section  
Big Band/Swing, Country/Gospel, Oldies/Contempo, Ballad buttons  
Latin, Waltz/March, Trad/Acoustic, User buttons  
Tempo, Arranger On/Off, Auto Fill In buttons  
Standard, Sync Start buttons  
Variation 1, 2, 3, 4 buttons  
Intro/Ending, Start/Stop buttons
21. Rotary Sound section  
On/Off button  
Fast/Slow button





**16. [Load] button** ( → p. 63, p. 87, p. 92)

**17. [Save] button** ( → p. 61, p. 89)

**18. Beat Indicator** ( → p. 46)

**19. Composer** ( → p. 82)

- [Song] button
- [Registration] button
- [Media] button

- [Bass] button
- [Lower] button
- [Solo/Upper] button

- [Reset] button
- [Play/Stop] button
- [Rec] button
- [Bwd] button
- [Fwd] button

**20. Rhythm Select buttons** ( → p. 41)

- Tempo [ ◀ ] [ ▶ ] buttons ( → p. 46)
- Arranger [On/Off] button ( → p. 47)
- [Auto Fill in] button ( → p. 48)
- Variation [1]–[4] buttons ( → p. 48)
- [Intro/Ending] button ( → p. 43)
- [Start/Stop] button ( → p. 45)

**21. Rotary Sound buttons** ( → p. 75)

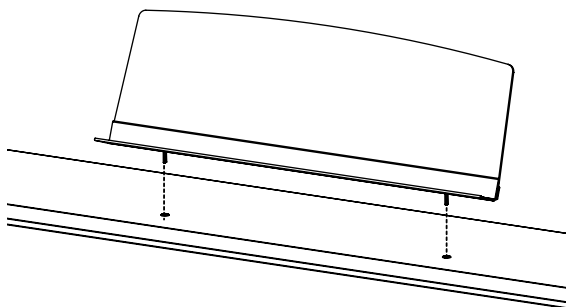
- [On/Off] button
- [Fast/Slow] button

**22. Registration buttons**

- [Write] button ( → p. 57)
- [Manual] button ( → p. 59)
- Registration [1]–[4] buttons ( → p. 56)

# Before You Start Playing

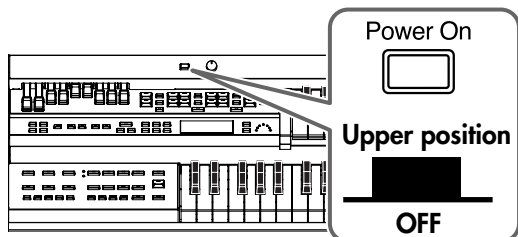
## Setting Up the Music Rest



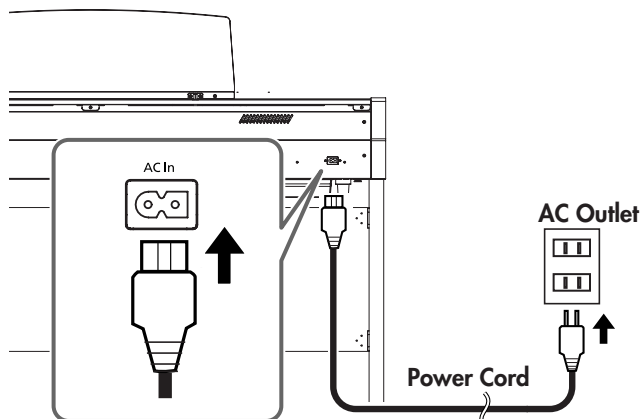
1. Attach the music rest by inserting it into the two holes.

## Connecting the Power Cord

1. First, make sure that the [Power On] switch is OFF (not pushed in).



2. Connect the supplied power cord to the AC Inlet, then plug the other end into an AC outlet.



**NOTE** Only use the power cord supplied with this instrument.

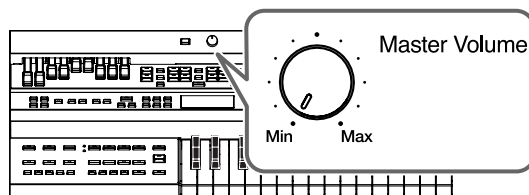
**NOTE** Whenever you do not intend to use the instrument for extended periods of time, pull out the power cord from the AC outlet.

## Turning the Power On and Off

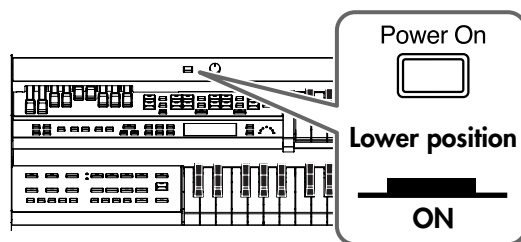
**NOTE** Once the connections have been completed, turn on or off power to your various devices in the order specified. By turning on or off devices in the wrong order, you risk causing malfunction and/or damage to speakers and other devices.

### Turning On the Power

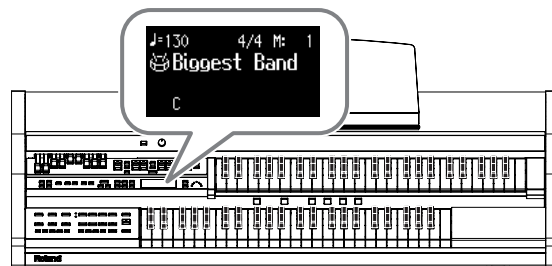
1. Make sure of the following before the power is turned on.
  - Is the power cord correctly connected to the AC inlet?
  - Is the power cord correctly connected to the AC outlet?
  - Is the [Master Volume] knob set to the Min (minimum) position?



2. Press the [Power On] switch to turn on the power.



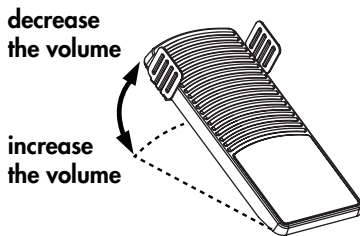
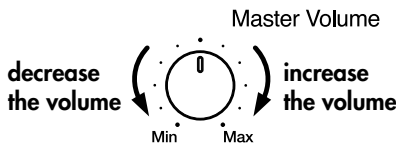
The basic screen will appear in the display.



**NOTE** The ATELIER is equipped with a protection circuit. A brief interval (a few seconds) after power up is required before the ATELIER will operate normally.

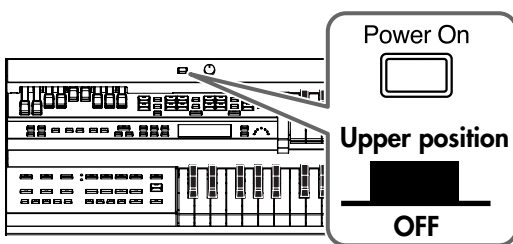
**3. Adjust the volume to an appropriate level by moving the [Master Volume] knob or operating the expression pedal.**

Turning the [Master Volume] knob towards “Max” increases the volume; turning the knob towards “Min” decreases the volume. Likewise, pressing down on the expression pedal increases the volume, while easing up on the pedal decreases the volume.



**Turning Off the Power**

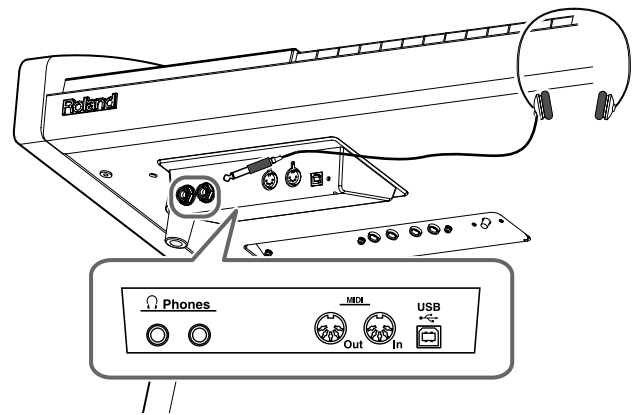
- 1. Before switching the power off, set the [Master Volume] knob to the Min (minimum) position.**
- 2. Press the [Power On] switch to turn off the power.**



**NOTE** If you need to turn off the power completely, first turn off the [Power On] switch, then unplug the power cord from the power outlet. Refer to “Power Supply” (p. 6).

**Using Headphones**

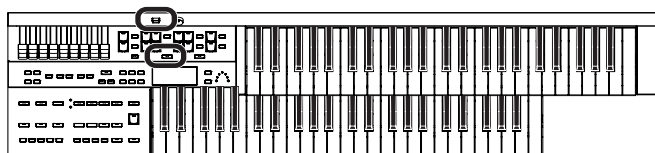
The ATELIER features Phones jacks. These allow you to play without having to worry about bothering others around you, even at night.



- 1. Connect your headphones to the Phones jack underneath the left side of the keyboard.**  
The sound from the built-in speakers stops.  
Now, sound is heard only through the headphones.
- 2. Adjust the headphones volume with the [Master Volume] knob and Expression pedal.**

**Some Notes on Using Headphones**

- To prevent damage to the cord, handle the headphones only by the headset or the plug.
- Headphones may be damaged if the volume is too high when they are plugged in. Lower the volume on the ATELIER before plugging in headphones.
- To prevent possible auditory damage, loss of hearing, or damage to the headphones, the headphones should not be used at an excessively high volume. Use the headphones at a moderate volume level.
- Accepts connection of Stereo headphones.
- If plugs of the headphones are plugged into the Phones jack, no sound will be heard from the ATELIER’s speakers.

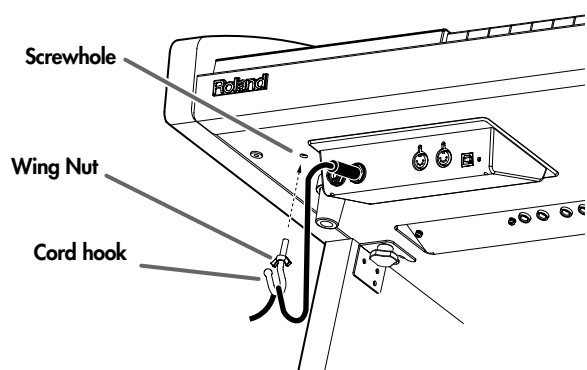


## Using the Cord Hook

If you're using headphones, you can use the cord hook to neatly bundle the cables near your feet.

### Attaching the Cord Hook

1. Screw the cord hook (with wing nut) about 80% of the way into the screw hole located at the bottom left of the ATELIER.
2. After you've oriented the hook as desired, use the wing nut to fasten it.



## Restoring All the Factory Default Settings (Factory Reset)

The settings stored in the ATELIER can be returned to their factory settings. This function is called "Factory Reset."

1. Turn down the volume to the minimum level, then turn off the power.
2. While holding down the [One Touch Program] button, press the [Power On] switch to turn the power on.



**NOTE**

Do not turn off the power while the following screen is displayed.



When factory reset is completed, the basic screen appears.

**NOTE**

To return all settings other than the User memory settings to their original factory conditions, refer to "Panel Reset" (p. 114).

**NOTE**

Loading factory default settings will erase any Registrations currently in the memory of the ATELIER. To save the Registrations you are currently using, refer to "Saving Registration Sets" (p. 61).

**NOTE**

To return only the User memory settings to their original factory conditions, refer to "User Memory Reset" (p. 114).

## Adjusting the Contrast of the Screen

You can adjust the contrast of the screen.

1. Turn the [LCD Contrast] knob (p. 116) located at the bottom of the ATELIER to adjust the contrast of the screen.



LCD Contrast

## Using the External Memory

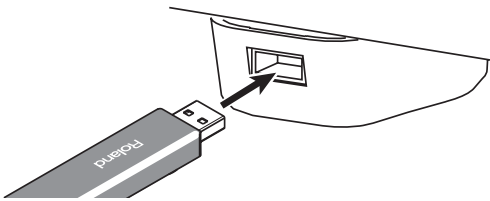
Songs you record on the ATELIER and Registration sets you create can be copied to separately available USB memory for safekeeping. You can also copy songs to a floppy disk using a separately sold floppy disk drive (p. 53, p. 66, p. 94). You can also play back SMF music files saved on USB memory or a floppy disk (p. 83).

**NOTE** Use USB memory and floppy disk drive available from Roland. Proper operation cannot be guaranteed if other USB device is used.

**MEMO** If you're using new USB memory or floppy disk, you'll need to initialize (format) it on the ATELIER. For details, refer to "Formatting a USB Memory (Format)" (p. 115).

## Connecting the USB Memory

1. Connect the USB memory to the External Memory connector.

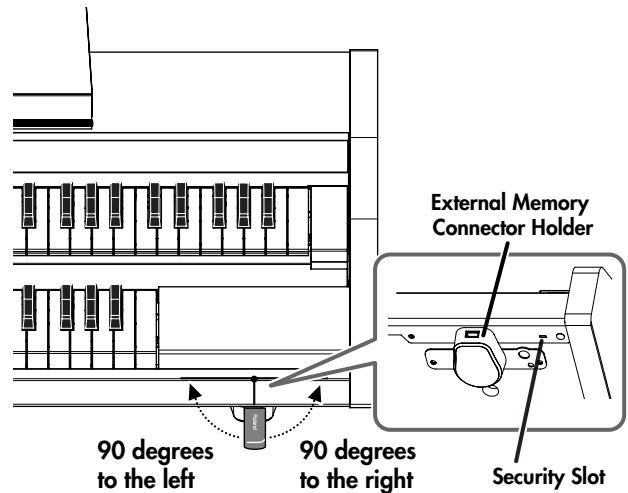


Carefully insert the USB memory all the way in—until it is firmly in place.

## Rotating the External Memory Connector Holder

The External Memory connector holder rotates 90 degrees left and right. Rotating the External Memory connector holder allows you to avoid damaging the connected External Memory if something happens to bump against it.

1. Grasp the External Memory connector holder and turn it 90 degrees to the left or right.



**NOTE** Be sure to grasp the External Memory connector holder itself when rotating it. Never rotate the External Memory connector holder by holding the connected USB memory.

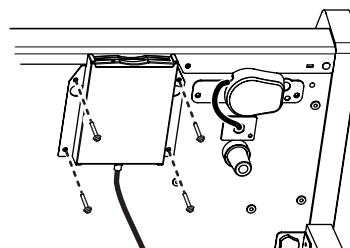
**NOTE** Take care not to allow your fingers to become pinched when rotating the External Memory connector holder.

**MEMO** Security Slot (  )  
<http://www.kensington.com/>

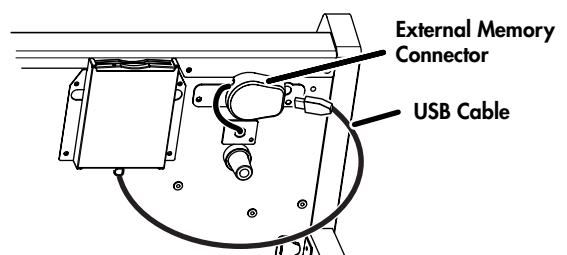
## Connecting the Floppy Disk Drive (Sold Separately)

1. Attach the floppy disk drive as shown the figure, using the mounting holes on the ATELIER's bottom panel.

**MEMO** For details of the attachment, refer to the owner's manual of the floppy disk drive.



2. Connect the USB cable of the floppy disk drive to the ATELIER's External Memory connector.



### Using a CD

You can connect a commercially available CD drive and play back audio CDs and CD-ROMs containing saved SMF music files.



You can also play songs on VIMA CD-ROMs (VIMA TUNES) sold by Roland.

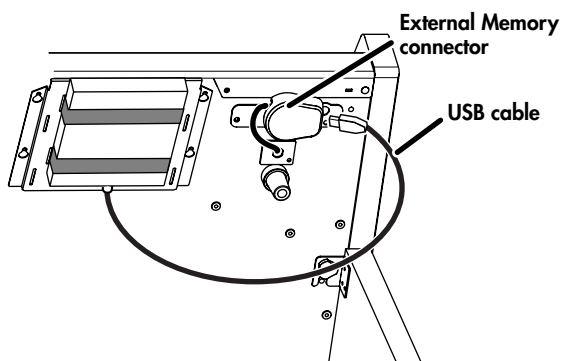
### Precautions Concerning Use of the CD

- The ATELIER is capable of playing back only commercial CDs that conform the official standards—those that carry the “COMPACT disc DIGITAL AUDIO” logo.
- The usability and sound quality of audio discs that incorporate copyright protection technology and other non-standard CDs cannot be guaranteed.
- For more detailed information on audio discs featuring copyright protection technology and other non-standard CDs, please consult the disc vendor.
- You cannot save songs to CDs, and you cannot delete songs recorded to CDs. Furthermore, you cannot format CDs.

### Connecting a CD Drive (Sold Separately)



The ATELIER does not support CD drives that are powered by the USB bus. If you use a USB-bus-powered CD drive, you must use the power supply included with the CD drive so that the drive will operate under its own power.



1. Switch off the power to the ATELIER and the CD drive to be connected.
2. Connect the USB cable included with the CD drive to the External Memory connector on the ATELIER.

### 3. Turn on the power to the ATELIER.

### 4. Turn on the power to the connected CD drive.

For information on how to perform the following CD-drive operations, refer to the owner’s manual for the drive.



- Switching the power on and off
- Inserting and ejecting a CD

A list of the CD drives that have been tested and found to be compatible is available on the Roland website.



<http://www.roland.com/>

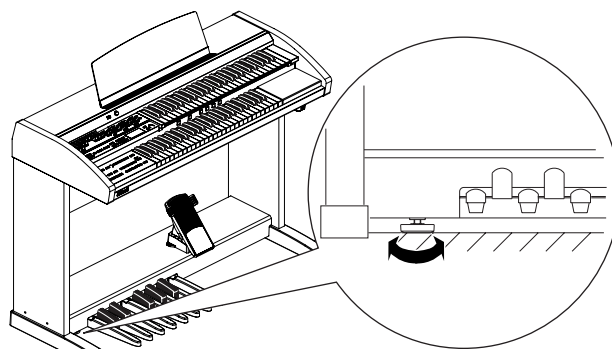
### About the Adjuster

If you feel that the ATELIER has become unstable, for example after moving it to another location, turn the adjuster located on the bottom of the stand’s legs as shown in the following.



When turning the adjuster, be careful not to pinch your hand.

- Rotate the adjuster to lower it so that it is in firm contact with the floor. Make adjustments so that there is no gap between the adjuster and the floor. In particular, when placing the ATELIER on carpet, turn the adjuster so that it is firmly in contact with the floor.



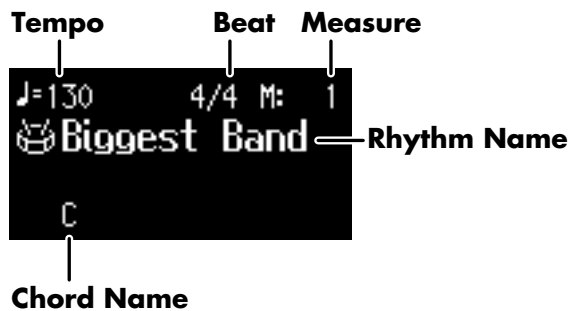
# About the Display

The ATELIER has three types of basic screen: the Rhythm Screen, the Composer Screen and the Registration Screen. You can alternate from one to the other by pressing the [Display/Exit] button.



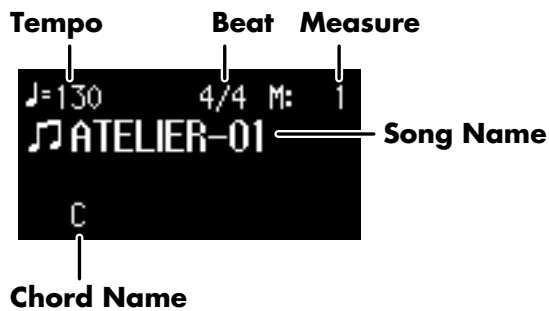
## Basic Screens

### Rhythm Screen

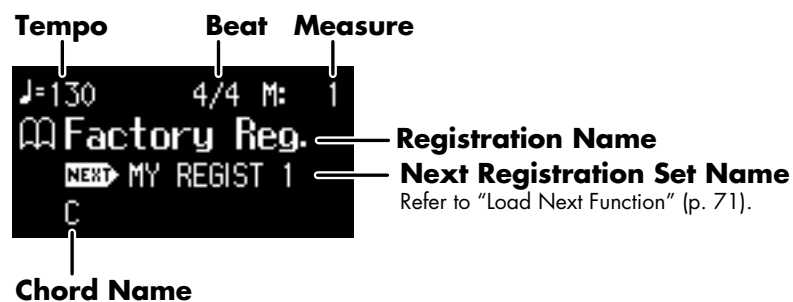


### Composer Screen

When internal music data is selected:



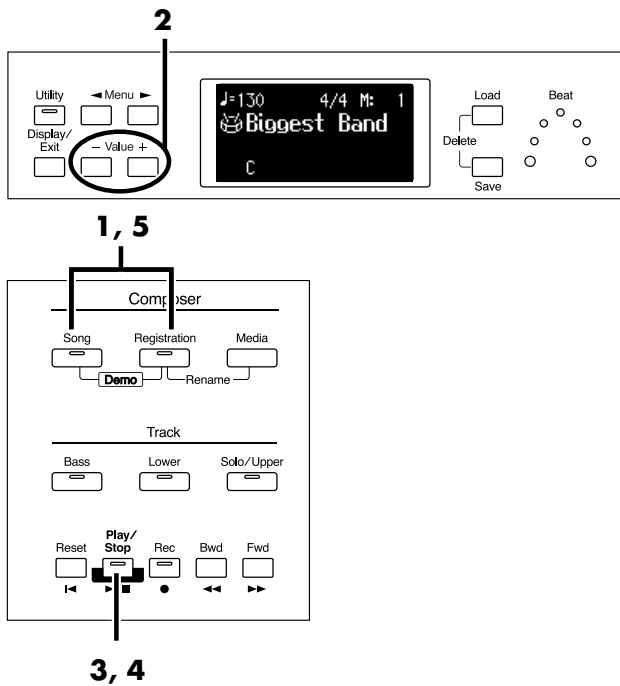
### Registration Screen



# Selecting and Playing Sounds

## Listening to the Demo Songs

The ATELIER contains 6 Demo songs. Here's how to play the Demo songs, and fully appreciate the sounds, Rhythms, and Automatic Accompaniment that are available with the ATELIER.



### NOTE

Unauthorized use of this material for purposes other than private, personal enjoyment is a violation of applicable laws.

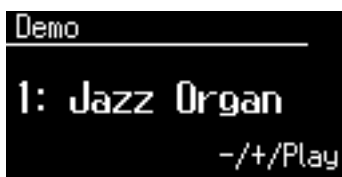
### NOTE

The data for the Demo song that is being played is not available at the MIDI Out connector.

### MEMO

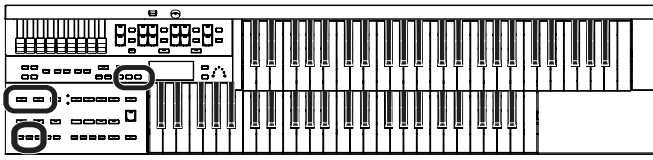
Check out the "Demo Song List" (p. 114) for information such as the names of the composers and players of the demo songs.

1. Press the [Song] button and [Registration] button simultaneously.



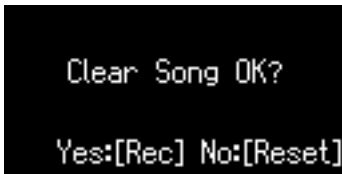
2. Press the Value [-] [+] buttons to select a Demo song.
3. Press the [Play/Stop] button to start playback of the demo song.  
When the selected demo song ends, the next demo song will begin playing.
4. To stop playback in the middle of the song, press the [Play/Stop] button.
5. Press the [Song] button and [Registration] button simultaneously to exit the demonstration screen.





## If the following screen appears

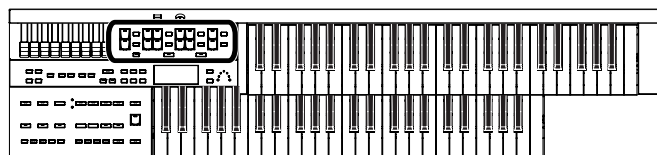
If the performance song in the ATELIER has not been saved to a USB memory or Favorites (User memory), the following message will appear, and it will not be possible to play the Demo songs.



If you don't mind erasing this song, press the [Rec] button. However, if you wish to save this song, press the [Reset] button to cancel the procedure, and then save the song onto a USB memory or Favorites (User memory).

### **MEMO**

If you wish to save the performance data, refer to "Saving Performance Songs" (p. 89)

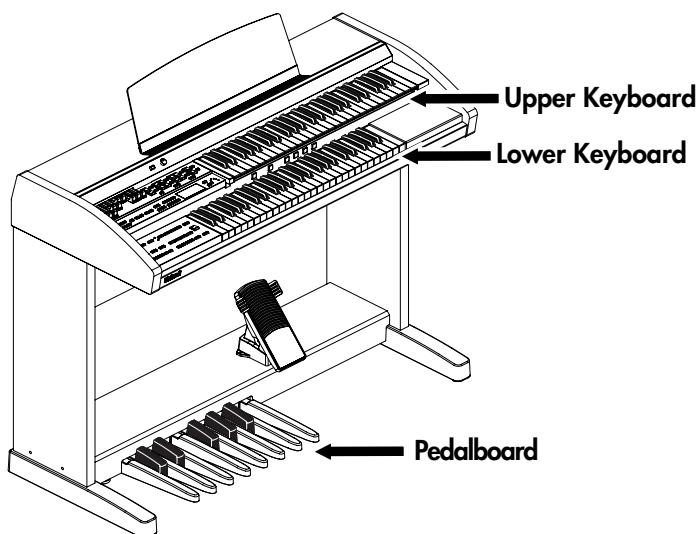


## Selecting Voices

The ATELIER is able to produce the sounds of various instruments. These sounds are called "Voices."

### About the Voices and Parts

The ATELIER has two keyboards and one Pedalboard, as shown below. From top to bottom these are called the "Upper Keyboard," "Lower Keyboard," and "Pedalboard."

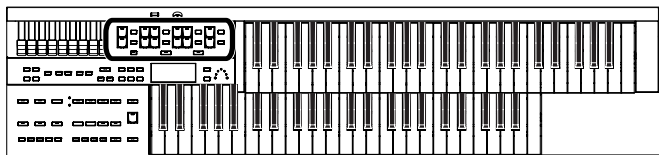


The Upper Keyboard has three parts: "Upper," "Solo" and "Vintage Organ." You can select one voice for each part, meaning that it is possible to layer the voices on Upper Keyboard and play them simultaneously.

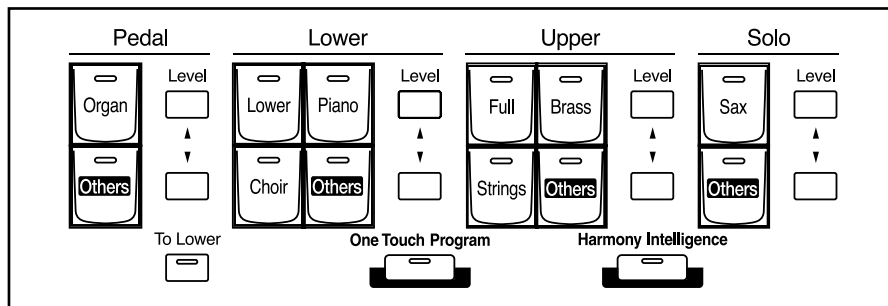
The Lower Keyboard has two parts: "Lower" and "Vintage Organ."

The Pedalboard has the part: "Pedal."

Keyboard	Part
Upper Keyboard	Upper
	Upper Vintage
	Solo
Lower Keyboard	Lower
	Lower Vintage
	Pedal (This voice is sounded when the Pedal [To Lower] button lights up or "Bass Split" is at on.)
Pedalboard	Pedal



## Functions of the Upper/Lower/Pedal Bass Sound Select Buttons



Each time you press a voice button, its indicator will switch between being lit and being turned off. Voices that have their button indicator lit can be played.

### NOTE

If none of the voice buttons or Vintage organ buttons are lit, playing the keyboard will not produce a sound.

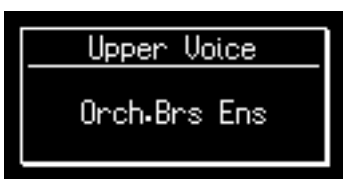
## Selecting the Upper/Lower/Pedal Bass Voices

Select voices by pressing the Upper, Lower and Pedal Bass Voice Part buttons. When the power is turned on, the Upper keyboard will play "Full Organ 3," the Lower keyboard will play "Lower Organ2" and the Pedal Bass voice will sound single notes using the "Organ Bass1" voice.

### Example: Selecting "Orch.Brs Ens" for the Upper Organ Part

#### 1. Press the Upper [Brass] button (indicator lights).

The name of the selected voice appears in the display for several seconds.



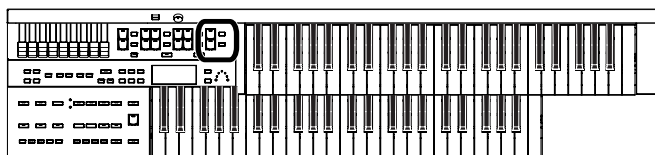
Now when you play the Upper keyboard, the "Orch.Brs Ens" will sound. You can select the Lower Voice or Pedal Bass Voice in the same way as the Upper Voice.

### NOTE

If you press the Pedal [To Lower] button (indicator lights p. 40), the Pedal Bass voice can now be played by the Lower keyboard, not by the Pedalboard.

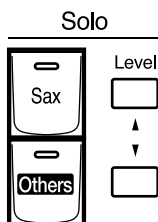
### MEMO

Settings can be adjusted to allow multiple notes to be played on the Pedalboard (p. 99).



## Selecting Solo Voice

The Solo section of the Upper keyboard is monophonic, that is, the Solo voice will only sound for the highest note played on the Upper keyboard.



### Example: Selecting "Tenor" for the Solo Voice Part

1. Press the Solo [Sax] button (indicator lights).

The name of the selected voice appears in the display for a few seconds.

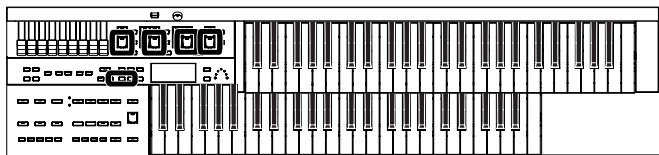


Play the Upper keyboard. The selected voice will sound by the highest note played.

#### MEMO

It is possible to change how a Solo voice will sound.

Normally, the Solo voice will be sounded by the highest note you play on the Upper keyboard, but you can make settings so that the last-played note will sound the Solo voice. You can also make settings so that the Solo voice will be sounded by all notes of the keyboard to which the Solo voice is assigned. For details refer to "Changing How the Solo Voice Responds (Solo Mode)" (p. 100).

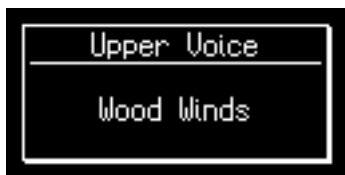


## Selecting a Voice Using the [Others] Button

Notice that there is an [Others] button for each part. By using the [Others] button, you can select all voices.

### 1. Press the [Others] button for the Part for which you wish to specify a voice.

The voice name appears in the display.



The indicator of the selected [Others] button will light.

### 2. While the voice name is shown in the display screen, use the Value [-] [+] buttons to select the desired voice.

The indicator of the selected [Others] button will blink.

To stop mid-way through this or any procedure, press the [Display/Exit] button.

### 3. Once again, press the [Others] button for the part whose sound you wish to set to confirm the voice.

The indicator of the [Others] button will change from blinking to light.

#### MEMO

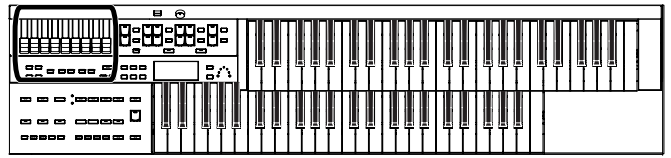
You can jump by voice group by pressing Menu [◀] [▶] buttons to select the voice. The sound number of each voice is preceded by an alphabetical character which indicates the sound group; e.g., "G11 Strings1."

#### MEMO

You can also press the key for the part containing a changed voice to confirm the voice setting.

#### MEMO

About the voices that can be assigned to an [Others] button, please refer to "Voice & Rhythm List."

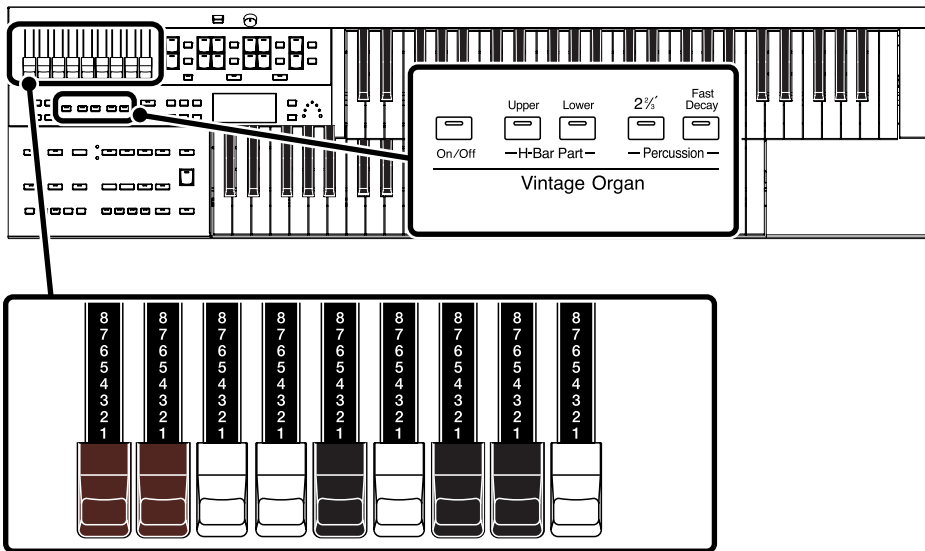


## Creating Organ Sounds (Vintage Organ)

The Vintage Organ buttons lets you add vintage organ sounds to the upper and lower parts.

In addition, you can also use the harmonic bars to modify the selected sound as desired.

The ATELIER provides nine harmonic bars for the upper part and lower part. Each harmonic bar is assigned a sound of a different footage (pitch), and by layering these sounds you can create a variety of organ tones.



### Harmonic Bar

By sliding the harmonic bars forward or backward (in or out), you can adjust the volume of the various footages.

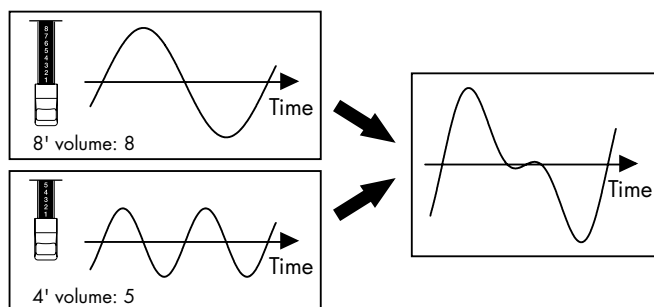
The volume can be adjusted over nine steps (0–8).

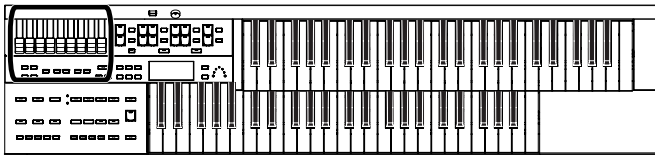
When a harmonic bar is pulled out all the way (8), the volume is loudest.

When it is pushed in all the way (0), there will be no sound.

8' is the footage that forms the basic pitch of the sound; this is the center around which you create the tone.

Each harmonic bar is assigned a sine wave (a pure pitch without overtones) of a different pitch, and by combining these pitches you can create a wide range of sounds.





**What's the feet?**

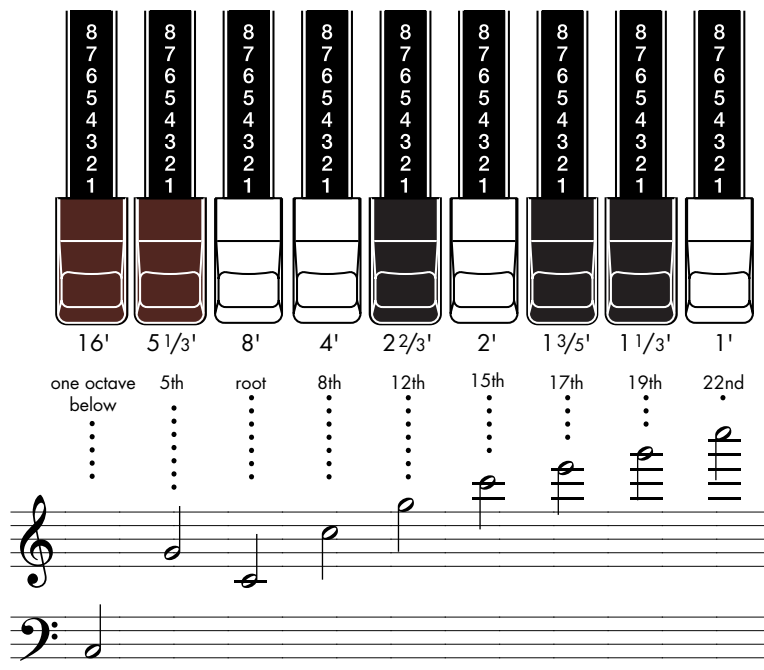
"Feet" is a term that began as a measurement of the length of the pipes in a pipe organ.

The pipes that produce the basic pitch (fundamental) for each note are considered to be "8 feet" in length.

Therefore, a pipe producing a pitch one octave below that of the reference of 8' (eight feet) would be 16'; for one octave above the reference, the pipe would be 4', and to take the pitch up yet another octave it would be shortened to 2'.

The pitches of the harmonic bars are related as follows.

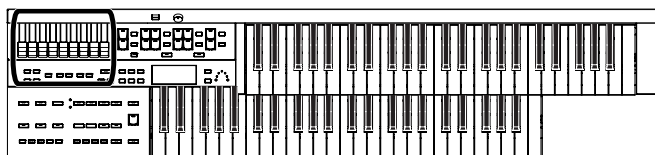
**When the middle C (C4) note is pressed, each harmonic bar will sound the following notes.**



On tonewheel organs, the high-pitched footage for a portion of the high range, and the low-pitched footage for a portion of the low range are "folded-back" in units of one octave.

Folding back the high-frequency portion prevents the high-frequency sounds from being unpleasantly shrill, and folding back the low-frequency portion prevents the sound from becoming "muddy."

On the ATELIER faithfully simulates this characteristic.

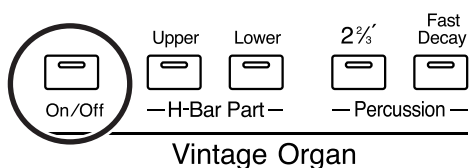


## Playing a Vintage Organ Voice

### Turning on the Vintage Organ

1. Press the Vintage Organ [On/Off] button so its indicator is lit.

Each time you press the button, the indicator will alternate between ON (lit) and OFF.



The Vintage organ screen appears.



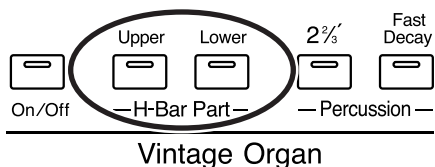
The screen will show value for the harmonic bars.

When a harmonic bar is pulled out all the way (8), the volume is loudest.

When it is pushed in all the way (0), there will be no sound.

### Modifying the Sound

1. Press H-Bar Part [Upper] or [Lower] button to select a part for which the harmonic bars are available.



2. Slide the harmonic bars that you want to hear.

You can layer the sound of multiple harmonic bars.

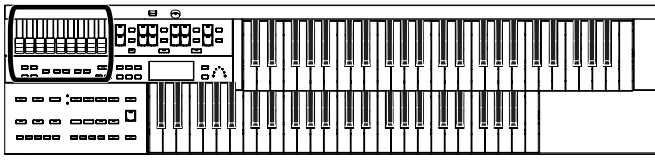
#### NOTE

Glide and sustain effects are not applied to the Vintage Organ voice.

#### MEMO

The Vintage Organ screen will be displayed for several seconds, then it will close automatically.



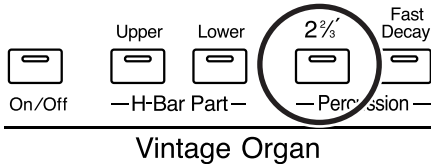


## Adding Sparkle to the Sound (Percussion)

This adds an attack sound to the beginning of the note, making the sound crisper.

### 1. Press the Percussion [2 2/3'] button so its indicator is lit.

Play the Upper keyboard and notice that an attack has been added.



Button	Explanation
Percussion [2 2/3'] button	Percussion one octave and a fifth above

#### NOTE

The Percussion [2 2/3'] button are valid only for vintage organ voices of the upper part.

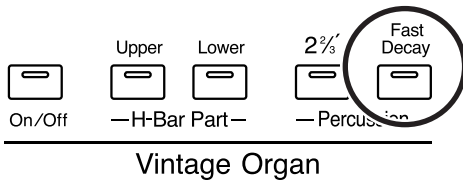
#### NOTE

When the Percussion [2 2/3'] button is on, the 1' pitch will not be produced.

## Adjusting the Rate at which the Percussion Decays

You can shorten the decay time of the percussion sound.

### 1. Press the Percussion [Fast Decay] button to switch the indicator between lit/unlit.



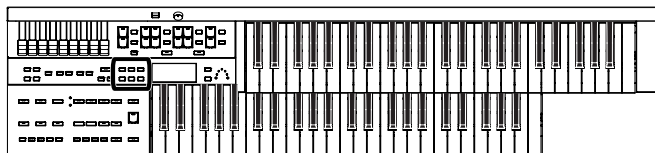
[Fast Decay] Button	Explanation
Lit	The percussion sound will disappear quickly. The percussion will have a sharper attack.
Unlit	The percussion sound will disappear slowly. The percussion will have a more gentle attack.

## Using the Harmonic Bar Settings of the Panel

If you've switched Registrations so that the Vintage Organ settings have changed, you can switch the Vintage Organ settings to the positions (settings) of the harmonic bars on the panel.

### 1. Press the H-Bar Part [Upper] or [Lower] button whose indicator is lit.

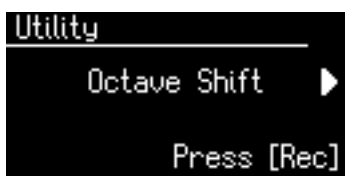
The part whose indicator is lit will have the settings of the harmonic bar positions (settings) of the panel.



## Adjusting the Volume of the Vintage Organ

You can adjust the volume of the Vintage Organ sound to regulate the volume balance relative to the other sounds.

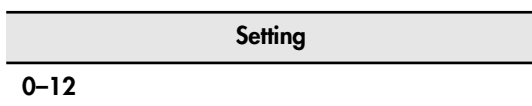
1. Press the [Utility] button.



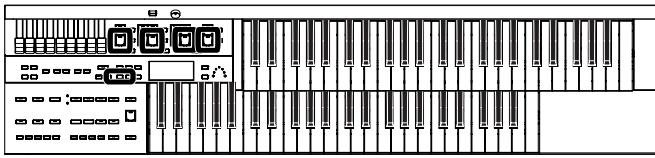
2. Press the Menu [◀] [▶] buttons a number of times to select "VintageOrganVolume."



3. Press the Value [-] [+] buttons to select the value for volume of the vintage organ.



4. To return to the basic screen, press the [Utility] button.

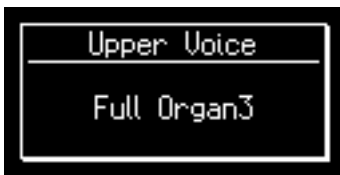


## Performing with an Active Expression Voice

For “Active Expression Voices,” operating the expression pedal will control not only the volume but also the tone, or may add additional sounds.

### 1. Press the [Others] button of the Part to which you want to assign an Active Expression voice.

The voice name appears in the display.

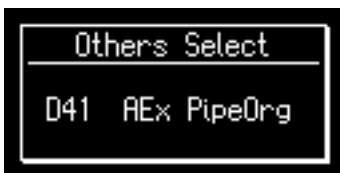


The indicator of the selected [Others] button will light.

### 2. Press the Value [-] [+] buttons to select the Active Expression Voice.

The indicator of the selected [Others] button will blink.

Active Expression Voices have the letters “AEx” preceding their voice name.



To stop mid-way through this or any procedure, press the [Display/Exit] button.

### 3. Once again, press the [Others] button for the part whose sound you wish to set to confirm the voice.

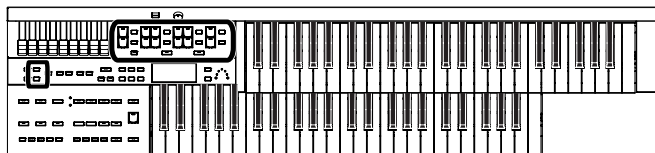
The indicator of the [Others] button will change from blinking to light.



For details on the Active Expression voices that are available, refer to “Voice list” (Appendix: separate booklet).

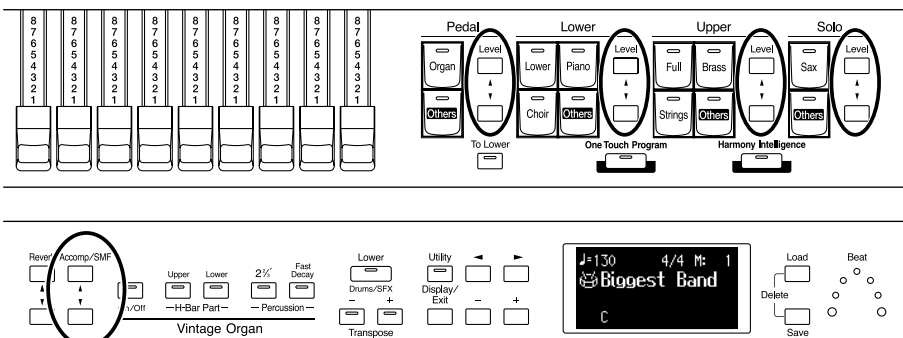


You can press the key for the part containing a changed voice to confirm the voice setting.



# Adjust the Volume Balance

The ATELIER allows you to adjust the volume balance individually for each Part.



The following buttons are used to adjust the volume of a multiple number of Parts.

Button	Part
<b>Accomp/SMF [▲] [▼] button</b>	Automatic Accompaniment (except Bass)
	Playback of performance songs from something other than the ATELIER performance songs (for example: SMF music files)
	Rhythm performance
	Drums/SFX
<b>Pedal Level [▲] [▼] button</b>	Pedal voice
	Bass note of Automatic Accompaniment

## 1. The volume levels of each part are adjusted using the corresponding [▲] and [▼] buttons.

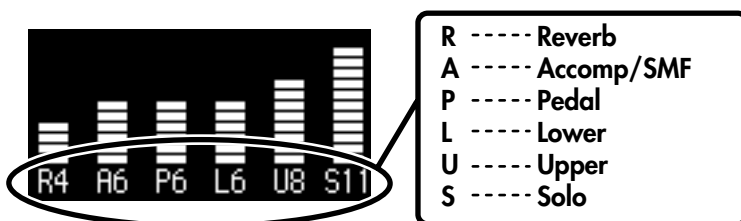
Pressing the [▲] button will increase the volume.

Pressing the [▼] button will decrease the volume.

The volume can be set to any value from 0 to 12.

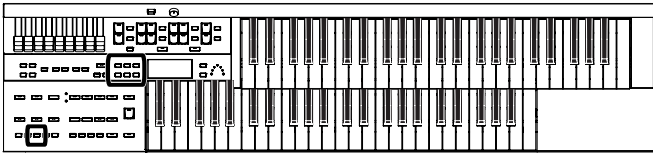
When the volume value shown in the display is 0, that part will produce no sound.

You can also press the [▲] button or [▼] button of the part whose volume you wish to adjust, so that the "Part Balance Monitor" screen is displayed for several seconds, allowing you to check the volume balance.



### MEMO

The Part Balance Monitor screen is displayed for several seconds and then closes automatically.



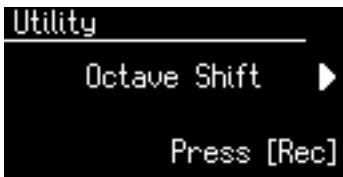
## Transpose the Pitch in Octave Units (Octave Shift)

The pitch of the sound played by the keyboard can be adjusted in one-octave steps. This function is called "Octave Shift."

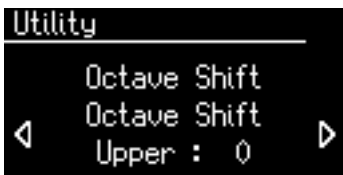
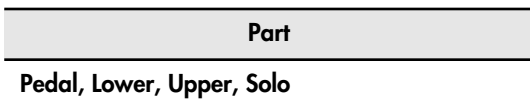
You can apply an Octave shift to the following 4 Parts:

- The Upper Part
- The Lower Part
- The Pedal bass Part
- The Solo Part

- 1. Press the [Utility] button.**
- 2. Press the Menu [◀] [▶] buttons a number of times to select "Octave Shift."**



- 3. Press the [Rec] button.**
- 4. Use the Menu [◀] [▶] buttons to select a Part to which you wish to apply an Octave Shift.**



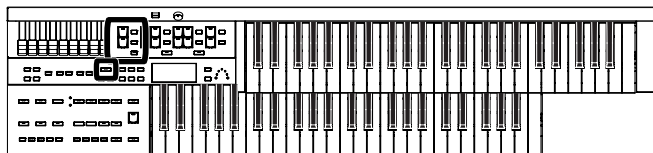
- 5. Use the Value [-] [+] buttons to set the amount of shift.**

The value can be set to a range of +/- 3 octaves.

To return to the basic screen, press the [Utility] button.

**NOTE**

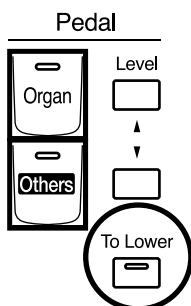
Please note that when you apply the Octave Shift function to certain voices, their pitch could be stretched beyond their recommended note ranges, and they may not sound as expected. Care should be taken when using Octave Shift.



## Sustaining Notes Played on the Lower Keyboard

You can have the sound for keys in the Lower keyboard continue to play, even after you release the key, until the next key is pressed.

- 1. Hold down the Pedal [To Lower] button for several seconds until its indicator begins blinking.**



The following message will appear.



The notes played on the lower keyboard will continue sounding.

- 2. Press the Pedal [To Lower] button so its indicator goes out.**

The sound stops playing.



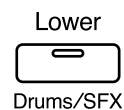
This setting is saved to the Registration.



Pedal [To Lower] button will also turn on at this time.

## Playing Drums from the Entire Lower Keyboard (Drums/SFX)

You can use the Lower keyboard to play various drum sounds (drum set). In this case, the Lower voices will no longer sound.

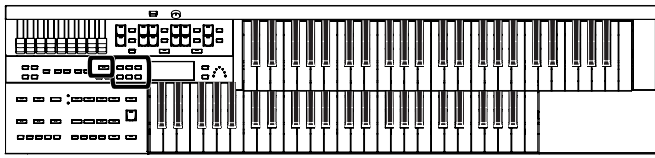


- 1. Press the [Drums/SFX] button (indicator lights).**

Play the Lower keyboard and listen to the various drum sounds on each key. The [Drums/SFX] button will alternate between on (lit) and off each time it is pressed.

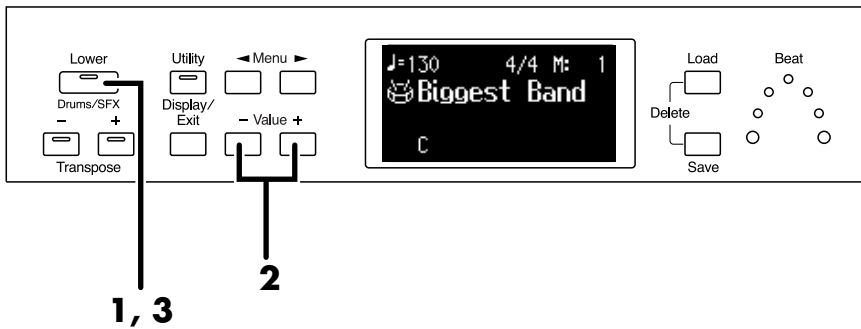


Refer to for "Voice & Rhythm List" (Appendix: separate booklet) details on which drum sound or Sound Effect will be played by each note.



## Changing the Drums/SFX Set

Immediately after the power is turned on, the STANDARD drum set will sound. Let's try selecting a different Drum Set or the Sound Effect set. As the drum set, you can choose from 7 types of drum set. When you change the drum set, the sound produced by each note will change.



- 1. Press the [Drums/SFX] button (indicator lights).**
- 2. When the Drum Set name is displayed on the screen, press the Value [-] [+] buttons to select a Drum Set or Sound Effect Set.**

The [Drums/SFX] button indicator will begin to blink.



You can select from 6 different Drum Sets and one set of Sound Effects as follows:

Drum Sets
STANDARD, POWER, ELECTRONIC, JAZZ, BRUSH, ORCHESTRA, SOUND EFFECTS

To stop mid-way through this or any procedure, press the [Display/Exit] button.

- 3. Press the [Drums/SFX] button once again.**

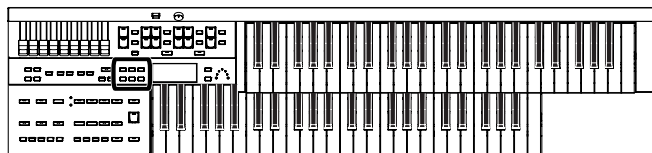
The [Drums/SFX] button indicator will light constantly, and the selected Drums/SFX set will be applied.

### NOTE

For some drum sets, there will be keys that do not sound.

### MEMO

Refer to "Voice & Rhythm List" (Appendix: separate booklet) for details on which drum sound or Sound Effect will be played by each note.



## Using the Lower Keyboard to Play the Bass Voice (Bass Split)

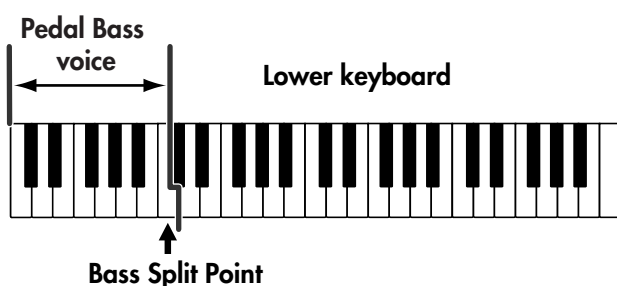
By using the Bass Split function you can play the bass voice in the left-hand side (including C3) of the lower keyboard. The location at which the lower keyboard is divided in this way, to play the pedal bass voice, is called the "Bass Split Point."

1. Select a Pedal Bass voice (p. 25).
2. Press the [Utility] button.
3. Press the Menu [◀] [▶] buttons a number of times to select "Bass Split."



4. Use the Value [-] [+] buttons to change the "Bass Split" setting to "ON."

When you play the Lower keyboard, the Pedal Bass voice will sound in the range to the left of (and including) the C3 note.



To return to the basic screen, press the [Utility] button.

**MEMO**

The bass split point is included in the left-hand area of the keyboard.

**NOTE**

It is not possible to select and play both Bass Split function and Pedal [To Lower] button (p. 40) simultaneously.

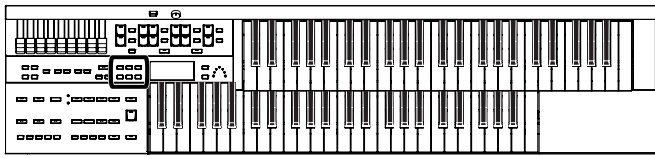
**MEMO**

You can adjust the Bass Split Point (p. 39).

**NOTE**

If the "Bass Split" function is on, the Pedal Bass voice will not be heard from the Pedalboard. The Pedal Bass voice will sound from the Lower keyboard.

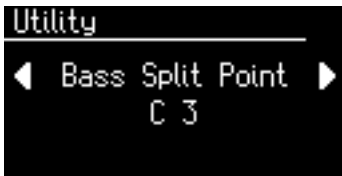




## Changing the Bass Split Point

You can assign the Bass Split Point (the highest key up to which the Pedal Bass voice will sound), to any key of the Lower keyboard.

1. Press the [Utility] button.
2. Press the Menu [◀] [▶] buttons a number of times to select "Bass Split Point."



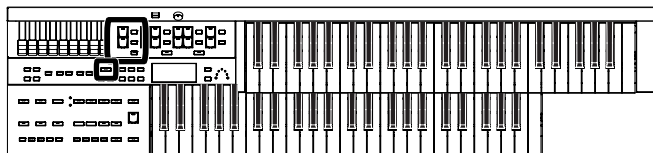
3. Press the Value [-] [+] buttons to modify the Bass Split Point.

Setting
C2-C6

To return to the basic screen, press the [Utility] button.

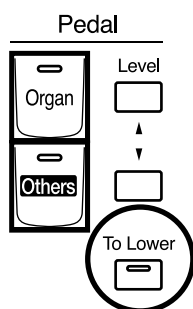


By pressing the Value [-] [+] buttons simultaneously, you can restore the default setting (C3).



## Using the Lower Keyboard to Play the Bass Voice (Pedal [To Lower] button)

By using the Pedal [To Lower] button, you can sound the Pedal Bass voice by playing the root note (p. 128) of a chord on the Lower keyboard in the area that is playing the Lower voice.



- 1. Select a Pedal Bass voice (p. 25).**
- 2. Press the Pedal [To Lower] button (indicator lit).**

When you play a chord in the area of the Lower keyboard that sounds the Lower voice, the Pedal Bass voice will also be heard and will play the root note.

If the "Leading Bass" function is on (p. 50), the lowest note played in the lower keyboard will sound the pedal bass voice.

### NOTE

If no portion of the Lower keyboard is sounding the Lower voice (the [Drums/SFX] button is ON), the Pedal Bass voice will not sound.

### NOTE

If the Pedal [To Lower] button is ON, the Pedal Bass voice will not be heard from the Pedalboard.

### NOTE

It is not possible to select and play both Bass Split function (p. 38) and Pedal [To Lower] button simultaneously.

### MEMO

If no voice is selected for the lower keyboard, you can use the lower keyboard to play the pedal voice.

# Using the Rhythm Performance

The ATELIER lets you enjoy playing along with a rhythmic accompaniment.

## Selecting a Rhythm

The AT-75 provides 40 types of Rhythms and Automatic Accompaniments (Music Styles). These are organized into eight groups.

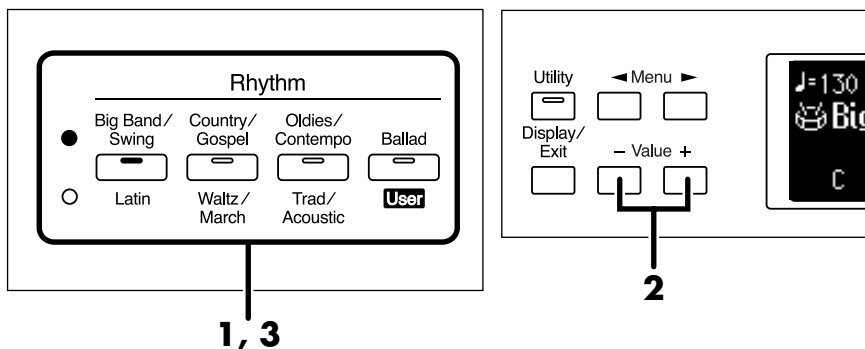
Each Rhythm button corresponds to two groups.

By pressing a button that is lit, you can select that button's other group.

The selected group is shown by the illumination status of the two indicators located beside the Rhythm buttons.

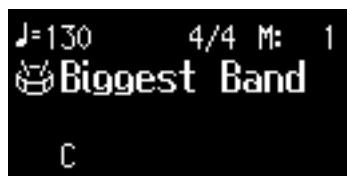
Indicators located beside the Rhythm buttons	Description
Upper indicator lit	The Rhythm group printed above the button is selected. (Big Band/Swing, Country/Gospel, Oldies/Contempo, Ballad)
Lower indicator lit	The Rhythm group printed below the button is selected. (Latin, Waltz/March, Trad/Acoustic, User)

If you've selected the "Big Band/Switch" group, the indicators shown below will light.



### 1. Press a Rhythm button to select a Rhythm group.

The indicator of Rhythm button will light.  
That Rhythm will be shown in the display.



### 2. Press the Value [-] [+] buttons to select a different Rhythm within the same group.

The indicator of the Rhythm button will blink.

### 3. Press the flashing Rhythm button once more.

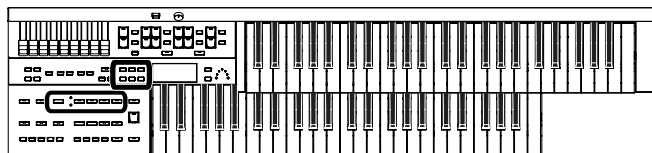
The Rhythm button's indicator will change from blinking to light.  
The Rhythm has now been applied.

#### MEMO

For more on the internal Rhythms, refer to "Voice & Rhythm List" (Appendix: separate booklet).

#### MEMO

You can also apply the selected rhythm by starting the rhythm.



## Using Rhythms Stored in User Memory

The ATELIER features a User memory.

### What is User Memory?

“User Memory” refers to an area inside the instrument where you can store the Registration you create and the performances you record. Registration and SMF music files saved on USB memory can also be copied to User memory (p. 53).

User memory is quite useful, since anything you place there will be retained even while the power is turned off.

The following things are stored in User memory:

- Songs you’ve registered in “Favorites”
- Rhythms
- Registration sets

The ATELIER is shipped from the factory with Rhythms already stored in User memory. These Rhythms can be overwritten by copying. The content of User memory is retained even while the ATELIER’s power is turned off.

You can call up Rhythms in User memory by selecting the User group.

## Calling Up Rhythms Stored in User Memory

- 1. Press the Rhythm [Ballad/User] button a number of times to select the user group.**

The Rhythm screen appears.

- 2. Press the [Media] button to select “User.”**

The Rhythms stored in User memory will be shown.



- 3. Press the Value [-] [+] buttons to select a different Rhythm within the same group.**

The indicator of Rhythm [Ballad/User] button will blink.

- 4. After selecting a Rhythm, press the blinking Rhythm [Ballad/User] button once more.**

The Rhythm [Ballad/User] button stops blinking and remains lit, indicating that the Rhythm has been selected.

### MEMO

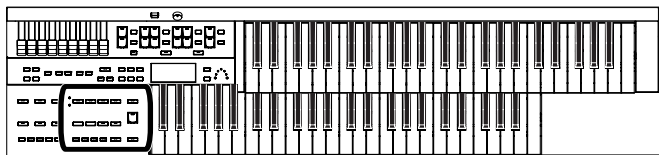
If you wish to copy a Rhythm saved on USB memory to User memory, refer to “Copying Rhythms” (p. 53).

### MEMO

If you want to restore the original Rhythms that User memory contained at the time the instrument was shipped from the factory, refer to “Restoring the User Memory to the Original Factory Settings (User Memory Reset)” (p. 114).

### MEMO

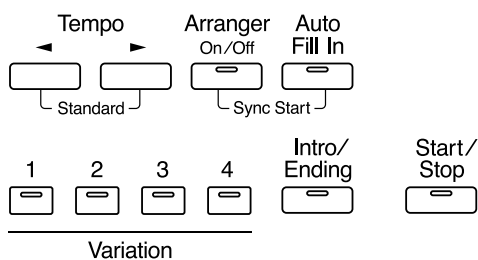
If USB memory is connected, you can select “Ext Memory” so that Rhythms in the USB memory will be shown. If floppy disk is connected, you can select “Disk” so that Rhythms in the floppy disk will be shown.



## Playing Rhythm

There are two ways to start the Rhythm. You can press the [Start/Stop] button to start the Rhythm, or you can use Sync Start to have the Rhythm start when you play the lower keyboard or the pedalboard.

You can also make the Rhythm start with an intro, or stop with an ending.



### MEMO

The functions of the [Intro/Ending] button and [Start/Stop] button can be assigned to the foot switches located on each side of the Expression Pedal (p. 70).

### Starting at the Press of a Button

#### Starting with an Added Intro

1. Press the [Intro/Ending] button.
2. Press the [Start/Stop] button.

The Intro is played and the Rhythm starts.

While the Intro is playing, the [Intro/Ending] button indicator will light, until the Intro ends then the button indicator will go dark.

#### Starting Without an Intro

1. Press the [Start/Stop] button.

The Rhythm starts without an Intro being played.

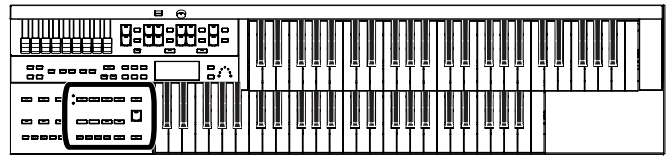
#### Making the Intro Short and Simple

1. Press the Variation [1] button.
2. Press the [Intro/Ending] button.  
The [Intro/Ending] button indicator will light.
3. Press the [Start/Stop] button.

A short Intro is played and the Rhythm starts.

### MEMO

For more on the Variation buttons, refer to "Adding Variety to the Rhythm or Automatic Accompaniment" (p. 48).



## Starting the Rhythm Automatically When You Play the Lower Keyboard or Pedalboard (Sync Start)

### Starting with an Added Intro

1. While holding down the Arranger [On/Off] button, press [Auto Fill In] button to turn Sync Start on.

The [Start/Stop] button indicator will blink.

2. Press the [Intro/Ending] button.

The [Intro/Ending] button indicator will light.

3. Play either the Lower keyboard or the pedalboard.

The Intro is played and the Rhythm starts.

While the Intro is playing, the [Intro/Ending] button indicator will light, until the Intro ends then the button indicator will go dark.

#### NOTE

If the Arranger function is ON (the Arranger [On/Off] button indicator is lit), it is not be able to start the Rhythm by playing the Pedalboard (p. 47).

### Starting Without an Intro

1. While holding down the Arranger [On/Off] button, press [Auto Fill In] button to turn Sync Start on.

The [Start/Stop] button indicator will blink.

2. Play either the Lower keyboard or the pedalboard.

The Rhythm starts without an Intro being played.

### Starting with the Intro Short and Simple

1. While holding down the Arranger [On/Off] button, press [Auto Fill In] button to turn Sync Start on.

The [Start/Stop] button indicator will blink.

2. Press the Variation [1] button.

3. Press the [Intro/Ending] button.

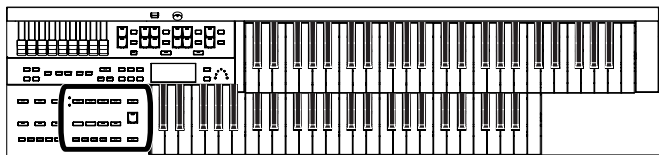
The [Intro/Ending] button indicator will light.

4. Play either the Lower keyboard or the pedalboard.

A short Intro is played and the Rhythm starts.

#### MEMO

For more on the Variation button, refer to "Adding Variety to the Rhythm or Automatic Accompaniment" (p. 48).



## Stopping the Rhythm

### Stopping with an Ending

**1. Press the [Intro/Ending] button.**

An Ending is played, then the Rhythm stops.

While the Ending is playing, the [Intro/Ending] button indicator will light, until the Ending finishes the button indicator will be turned off.

### Stopping without an Ending

**1. Press the [Start/Stop] button.**

The Rhythm stops without an Ending being played.

### Stopping with the Ending Short and Simple

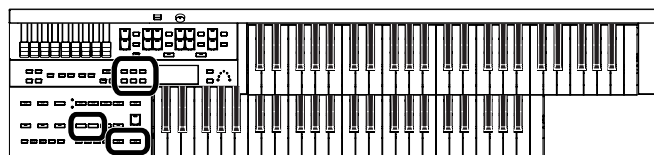
**1. Press the Variation [1] button.**

**2. Press the [Intro/Ending] button.**

A short Ending is played, then the Rhythm stops.

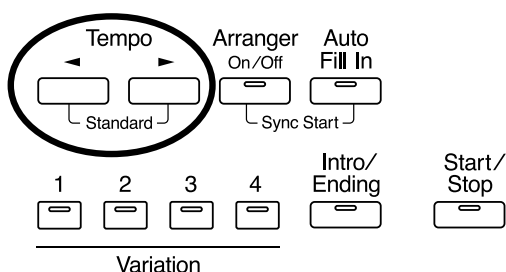


The functions of the [Intro/Ending] button and [Start/Stop] button can be assigned to the foot switches located on each side of the Expression Pedal (p. 70).



## Changing a Tempo of Rhythm and Automatic Accompaniment

You can change the tempo of the Rhythm or Automatic Accompaniment.



1. Press the Tempo [ ◀ ] [ ▶ ] buttons to change the tempo (speed) of the Rhythm or Automatic Accompaniment.

Tempo [ ◀ ] button	The tempo becomes slower
Tempo [ ▶ ] button	The tempo becomes faster

The value of the tempo currently set (20–500 beats per minute) can be checked in the display. You can also check the tempo by viewing the Beat indicator.

### MEMO

If you switch Rhythms when “Auto Std Tempo” (p. 101) is on, the tempo changes to match the Rhythm. If you switch Rhythms when “Auto Std Tempo” is off, the tempo remains unchanged even when you switch the Rhythm.

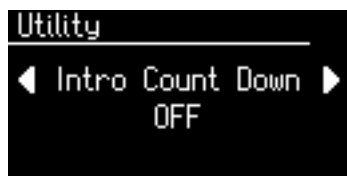
### MEMO

By pressing the Tempo [ ◀ ] [ ▶ ] buttons simultaneously, the tempo is returned to the standard (preset) tempo for the selected Rhythm.

## Playing a Countdown Sound When the Intro Ends

If an intro is played before your performance, you can have a countdown played to the end of the intro, allowing you to understand easily where you are to start playing.

1. Press the [Utility] button.
2. Using the Menu [ ◀ ] [ ▶ ] buttons a number of times to select “Intro Count Down.”



3. Press the Value [-] [+] buttons to switch the Intro Count Down “ON” or “OFF.”
4. Press the [Intro/Ending] button.
5. Press the [Start/Stop] button.

The intro plays, and a countdown plays to the end of the intro. When the Sync Start is on, specifying the chord on the Lower keyboard starts the intro, and again, a countdown is given.

To return to the basic screen, press the [Utility] button.

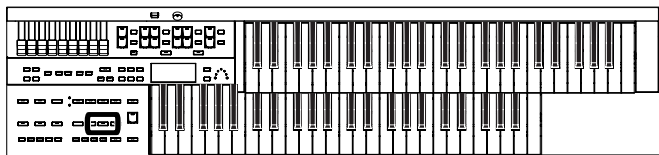
### MEMO

You can adjust the volume of the Countdown Sound, refer to “Adjusting the Metronome Volume (Metronome Volume)” (p. 105).

### MEMO

You can change the countdown sound (p. 102).





## Playing Rhythm and Automatic Accompaniment

The Arranger function of the ATELIER can add an Automatic Accompaniment to each Rhythm. Based on the selected Rhythm, the Arranger function automatically adds an accompaniment that is suitable for the chord being pressed on the Lower keyboard.

### Arranger

On/Off



### 1. Press the Arranger [On/Off] button (indicator lights).

Arranger [On/Off] button	Function
Lit (On)	Rhythm and Automatic Accompaniment
Unlit (Off)	Rhythm

### 2. Start the Rhythm (p. 43).

The Rhythm and the Automatic Accompaniment will play together.

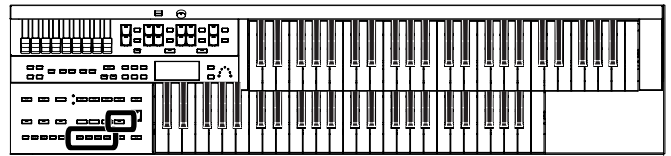
If the Arranger [On/Off] button is ON and no Pedal Bass voice is selected, the Automatic Accompaniment will play the bass sound.

#### NOTE

When the Arranger [On/Off] button is on, Sync Start (p. 44) on the pedalboard cannot be used.

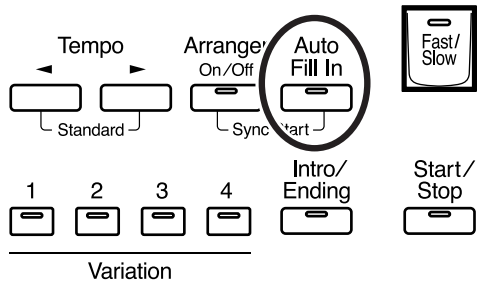
#### NOTE

When the Arranger [On/Off] button is on, the lower voice is not played during the performance of the intro and ending, even when the Lower keyboard is played.



## Adding Variety to the Rhythm or Automatic Accompaniment

You can add variety to the Rhythm or Automatic Accompaniment by changing the Rhythm pattern.



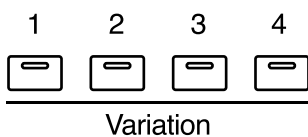
Button name	Function
<b>[Auto Fill In] button</b>	A fill-in will automatically be added when you press a Variation [1]–[4] button to change the accompaniment or Rhythm arrangement.

**What's a fill-in?**  
 A Fill In is a short phrase that is inserted at a break in the melody or at a point where the character of the song changes (between Chorus's or Verses).

## Changing the Arrangement of the Rhythm and Accompaniment (Variation)

You can change the arrangement of the accompaniment. This function is called "Variation." For each Rhythm, there are four types of arrangement for the accompaniment.

The following buttons are called Variation buttons.



### 1. Press the Variation [1]–[4] buttons to change the arrangement of the accompaniment.

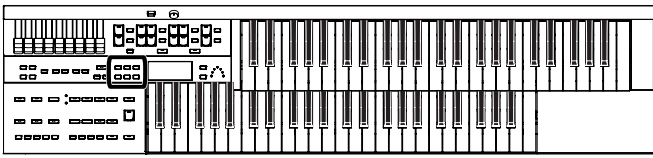
The indicator of the button you pressed will light.

The Variation [1] button produces the simplest arrangement, and the [4] button produces the most florid.

For an intro or ending, Variation [1] button is the shortest and simplest.



The functions of the Variation buttons can be assigned to the foot switches located on each side of the Expression Pedal. Please refer to "Changing the Function of the Foot Switch" (p. 70).

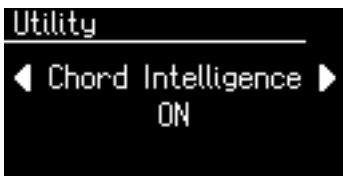


## Turning Chord Intelligence On/Off

“Chord Intelligence” is a feature that intelligently plays the correct accompaniment chords the moment you play a key specifying a chord on the Lower keyboard during Automatic Accompaniment.

To play a C chord on the Lower keyboard, for example, you usually have to press down the three keys C, E, and G; but with Chord Intelligence, you only have to press the C Key to initiate a C chord accompaniment.

1. Press the [Utility] button.
2. Press the Menu [◀] [▶] buttons a number of times to select “Chord Intelligence.”



3. Press the Value [-] [+] buttons to switch the Chord Intelligence “ON” or “OFF.”

Setting	Description
ON	Chord Intelligence function is ON.
OFF	Chord Intelligence function is OFF.

To return to the basic screen, press the [Utility] button.



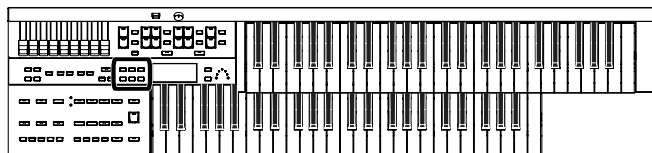
For more information about chord fingering, see the “Chord List” (p. 126).



When the [One Touch Program] button is pressed, the Chord Intelligence function is automatically switched ON.



When the Leading Bass function (p. 50) is on and the Chord Intelligence function is off, you can specify chords with a combination of the lower keyboard and pedalboard.

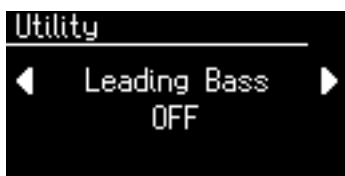


## Using the Leading Bass Function

When Automatic Accompaniment is used, and the Pedal [To Lower] button is ON, the Pedal Bass voice will normally play the root note (p. 128) of the chord you play on the Lower keyboard. If the Leading Bass function is enabled, the lowest note of the chord you play on the Lower keyboard will then be used as the bass note (the bottom note of the chord).

For this reason, the bass note will be sounded differently than normal when you play an inverted chord (p. 128).

- 1. Press the [Utility] button.**
- 2. Press the Menu [◀] [▶] buttons a number of times to select "Leading Bass."**



- 3. Press the Value [-] [+] buttons to switch the Leading Bass "ON" or "OFF."**

Setting	Description
<b>ON</b>	The Leading Bass function is ON. The pedal bass tone will sound the lowest note of the chord you play in the lower keyboard.
<b>OFF</b>	The Leading Bass function is OFF.

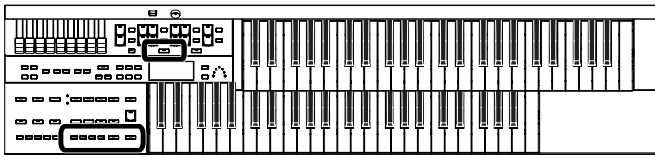
To return to the basic screen, press the [Utility] button.

**MEMO**

You can assign the Leading Bass functions to either of the foot switches located on each side of the Expression Pedal (p. 70).

**MEMO**

When the Leading Bass function is on and the Chord Intelligence function (p. 49) is off, you can specify chords with a combination of the lower keyboard and pedalboard.



## A Simple Way to Make Automatic Accompaniment Settings (One Touch Program)

When using the Arranger function for Automatic Accompaniment, you can also use the “One Touch Program” function to automatically select panel settings that are appropriate for the selected Rhythm.

### One Touch Program



By pressing the [One Touch Program] button, you can make the following settings.

- Panel settings (e.g., sounds and volume) suitable for the Rhythm
- Automatic Accompaniment playing
- [Start/Stop] button blinking (Waiting for Sync Start)
- Chord Intelligence function is ON (p. 49)

#### What is Sync Start?

Sync Start is a function that starts the Rhythm at the moment that you play the lower keyboard.

#### What is Chord Intelligence?

“Chord Intelligence” is a feature that intelligently decides on accompaniment chords the moment you play some keys specifying a chord during Automatic Accompaniment.

- 1. Select a Rhythm (p. 41).**
- 2. Press the [One Touch Program] button.**

Panel settings appropriate for the Rhythm and Automatic Accompaniment will automatically be called up for Registration [1]–[4] buttons.
- 3. Press the Registration [1]–[4] buttons to select panel settings.**
- 4. On the Lower keyboard, play a chord.**

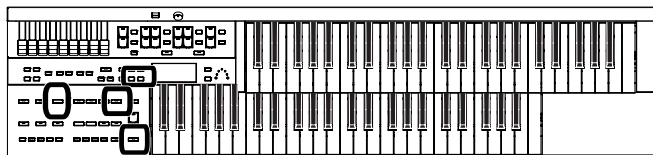
At the moment you play the keyboard, the Intro will begin, and then the Rhythm and Automatic Accompaniment will play.
- 5. Press the [Intro/Ending] or [Start/Stop] button to stop the Rhythm.**

Rhythm and Automatic Accompaniment stops.
- 6. Press the [One Touch Program] button, extinguishing its indicator.**

The One Touch Program function is turned off, and the panel settings in effect prior to the [One Touch Program] button being pressed are restored.

#### NOTE

When you press the [One Touch Program] button, the “Arranger Update” setting will automatically change to “INSTANT” (p. 58).



## Using a Rhythm from a USB Memory

The ATELIER contains a variety of Rhythms, but you can also use Rhythms from USB memory or floppy disk to perform Rhythms in an even wider range of styles.

### Reviewing the Styles on USB Memory

- 1. Connect the USB memory containing the Rhythms to the External Memory connector.**
- 2. Press the Rhythm [Ballad/User] button a number of times to select "User group."**

The Rhythm screen appears.



- 3. Press the [Media] button to select "Ext Memory" and see the Rhythms in USB memory.**

The Rhythm screen will show the Rhythms on the USB memory.



- 4. Press the Value [-] [+] buttons to select a Rhythm.**

The [Start/Stop] button indicator will blink while the Rhythms are being loaded into internal memory. When loading is finished, you will be able to play the selected Rhythm.

- 5. Press the [Start/Stop] button.**

The selected Rhythm is played.

#### NOTE

Unauthorized use of commercially available Music Style disk for purposes other than private, personal enjoyment is a violation of applicable laws.

#### MEMO

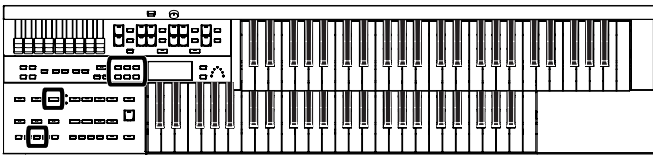
If you want to use Rhythms from a floppy disk, connect the floppy disk drive (sold separately) to the External Memory connector.

#### MEMO

If "User" is selected, the Rhythms saved in User memory (p. 42) will be shown. If "Disk" is selected, the Rhythms saved on the floppy disk will be shown.

#### MEMO

If you copy Rhythms from USB memory or floppy disk into User memory (p. 42), you'll be able to access those Rhythms simply by pressing the Rhythms [Ballad/User] button (p. 53).



## Copying Rhythms

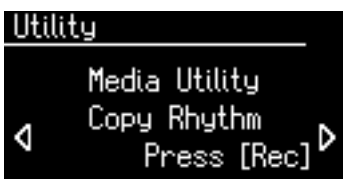
User memory (p. 42) already contains Rhythms, but you can replace these Rhythms with Rhythms from USB memory or floppy disk. Rhythms copied from the USB memory into User memory will not be lost even if the power is turned off. It is convenient to copy frequently-used Rhythms into User memory.

### Copying Rhythms from USB Memory to User Memory

1. Connect the USB memory to the External Memory connector.
2. Press the [Utility] button.
3. Press the Menu [◀] [▶] buttons a number of times to select "Media Utility."



4. Press the [Rec] button.
5. Press the Menu [◀] [▶] buttons a number of times to select "Copy Rhythm."



6. Press the [Rec] button.
7. Press the [Media] button to select the media (the location of the Rhythm you want to copy).

If you want to copy a Rhythm from USB memory, select "Ext Memory."  
If you want to copy a Rhythm from floppy disk, select "Disk."



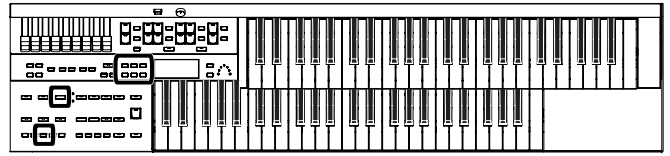
8. Press the Value [-] [+] buttons to select the Rhythm you want to copy.

#### MEMO

If you want to copy Rhythms from floppy disk, connect the floppy disk drive (sold separately) to the External Memory connector.

#### NOTE

If no USB memory or floppy disk is inserted, you won't be able to choose "Copy Rhythm" in the Utility menu.



**9. Press the [Rec] button.**



**10. Press the Value [-] [+] buttons to select the copy-destination number.**

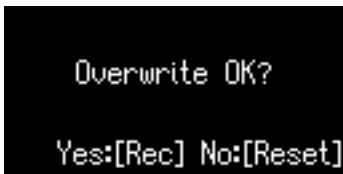
To cancel the procedure, press the [Display/Exit] button.

**11. Press the [Rec] button to copy the Rhythm.**

While the Rhythm is being copied into internal memory, the following screen will be displayed.



If you select a number in which a Rhythm is already saved, a screen like the following appears.



If you want to delete the previously saved Rhythm and overwrite it with the Rhythm you're newly saving, Press the [Rec] button.

If you don't want to delete the previously saved Rhythm, press the [Reset] button, then select a number at which no Rhythm has been saved, and copy the Rhythm to that number.

To return to the basic screen, press the [Utility] button.

**Copying Rhythms from User Memory to USB Memory**

You can copy Rhythms from User memory to USB memory.

To do so, press the [Media] button in step 7 (above) to choose "User." In this state, you'll be copying Rhythms from User memory to USB memory.



The rest of the procedure is the same as when copying Rhythms from USB memory to User memory.

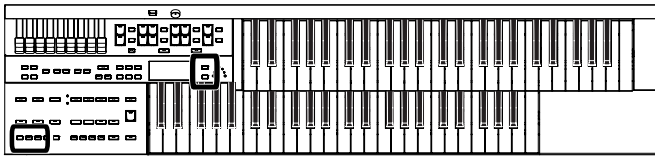
**NOTE**

Never remove the USB memory or turn off the power while the Rhythm data is being copied from USB memory into the ATELIER. If you do so, the Rhythm data will not be loaded into the ATELIER, and malfunctions could result. After returning the Rhythm stored in the User memory to the factory settings (p. 114), copy the Rhythm from USB memory once more.

**MEMO**

You can return only the User memory to the factory settings. Refer to "Restoring the User Memory to the Original Factory Settings (User Memory Reset)" (p. 114).





## Deleting Saved Rhythm

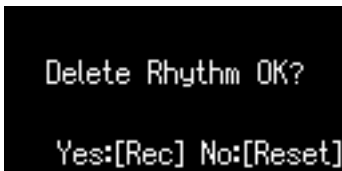
You can delete Rhythms stored in User memory (p. 42) or USB memory.

1. **Select the Rhythm you want to delete (p. 42).**



2. **Press the [Load] button and [Save] button simultaneously.**

The following display appears.



To cancel the procedure, press the [Reset] button.

3. **Press the [Rec] button.**

While the Rhythm is being deleted, the following screen will be displayed.



When deleting is complete, the basic screen reappears.

**NOTE**

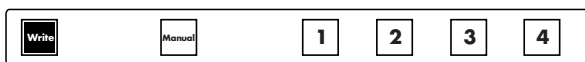
Never turn off the power while the operation is in progress. Doing so will damage the ATELIER's internal memory or USB memory, making it unusable.

# Using the Registration Buttons

The ATELIER allows you to store sound settings and panel settings such as 4 in the Registration buttons.

There are a total of 4 Registration buttons, and one set of panel settings can be stored in each, allowing you to register a total of 4 different panel settings. Each set of panel settings that has been stored in a Registration button is called a "Registration."

This provides a convenient way to change large numbers of panel settings during a performance, or to recall a complex panel setting.



## About the Registration Buttons

In addition to assigning voices and Rhythms to the Registration buttons, you can also store the following settings:

- Panel button settings (for example, settings for the Level [▲] and [▼] buttons, etc.)
- Controller settings (functions assigned to foot switches, etc.)
- Other types of settings (reverb type, tempo settings, degree of initial touch, etc.)

If you would like to know all of the settings that can be recorded to the Registration buttons, refer to "Settings That Are Stored In the Individual Registration Buttons" (p. 130).

The four settings stored at the Registration buttons can be saved as a "set" in USB memory, a floppy disk, or User memory (p. 61).

In addition to the settings saved to the Registration buttons, the following data is also saved when Registration sets are saved.

- Registration Name → p. 59
- Registration Shift → p. 71
- Arranger Update → p. 58
- Trans. Update (Transpose Update) → p. 103

With the factory settings, the Arranger Update setting is set to "DELAYED."

If Arranger Update is set to "DELAYED," you will need to hold down the Registration button for several seconds in order to recall the tempo and Rhythm settings.

If you want the tempo and Rhythm settings to be recalled instantly when you press a Registration button, change the Arranger Update setting to "INSTANT." For details, refer to "Recalling a Registration" (p. 58).

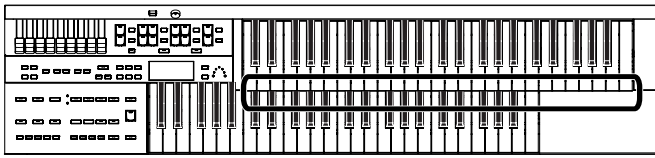
### MEMO

Settings that have been stored to Registration [1]–[4] buttons are remembered even if the power is turned off. If you wish to restore the settings stored in the Registration buttons to their factory settings, use the "Factory Reset" operation (p. 18).

### MEMO

Recorded performance data and Rhythms from User memory (p. 42) are not stored in Registration sets.

When a Rhythm saved in User memory is assigned to a Registration set, that Rhythm is copied beforehand to the User memory.



## Procedure for Creating Registration Sets

---

### Prepare the Registrations

A convenient way to make the sequence of Registration buttons to be pressed easy to understand is to store the panel settings starting from the Registration [1] button, continuing with subsequent buttons in accordance with the progression of the song.

### Save the Registrations to the USB memory or User memory

If you want to use more than four Registrations in a song, save the settings for Registration buttons [1]–[4] to a USB memory or User memory as a set, then continue to store further panel settings again, starting from Registration button [1]. Save all of the Registration sets you have set to the USB memory or User memory.

### Arrange the Registrations in the sequence they are to be used

Save the Registration sets to the USB memory or User memory in the order they are to be used in the song.

## Using Registration Sets

---

### Call up the Registration sets saved on the USB memory to the ATELIER

Insert the USB memory containing the saved Registration sets into the External Memory connector, and read the Registration sets into the ATELIER.

### Switch the Registration sets as you perform

Press the Registration buttons to switch Registrations as you play the song.

If you want to recall the next Registration set, assign the foot switch to “RIGHT + Load Next” and recall the next Registration set (p. 71).

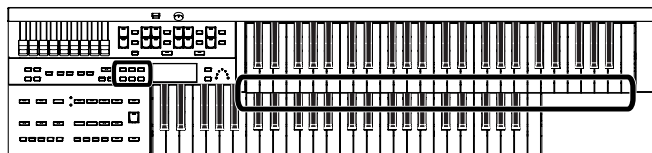
## Storing Registrations

- 1. Make all the panel settings that you wish to store.**
- 2. While holding down the [Write] button, press one of the Registration [1]–[4] buttons.**

The panel settings will be stored in the selected Registration button.



For details on the settings that are stored in a Registration, refer to “Settings That Are Stored In the Registration Buttons” (p. 130).



## Recalling a Registration

There are two ways of calling up the settings affecting the Rhythms registered to the Registration buttons [1]–[4], “INSTANT” and “DELAYED.” At the factory this is set to “DELAYED.”

### How to Recall a Registration

#### Recalling Voices and Other Panel Settings

1. Press a Registration [1]–[4] button.

#### Recalling Settings for Rhythm and Automatic Accompaniment in Addition to the Panel Settings

1. Press and hold a Registration [1]–[4] button for several seconds.

The indicator of the Rhythm select button will blink, and the panel settings and settings related to Rhythm performance and Automatic Accompaniment will be recalled.

### Changing the Timing of Recalling Registrations

Settings for Rhythm play and Automatic Accompaniment are recalled when you continue holding a Registration [1]–[4] button for several seconds, but you can change this so that the settings are recalled the instant you press the button.

1. Press the [Utility] button.
2. Press the Menu [◀] [▶] buttons a number of times to select the “Arranger Update.”



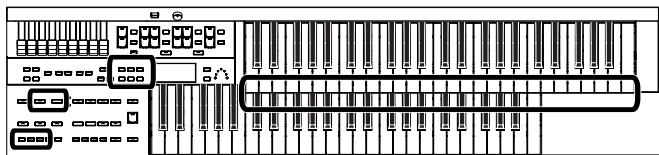
3. Press the Value [-] [+] buttons to switch between “DELAYED” and “INSTANT.”

<b>DELAYED</b>	When you press and hold a Registration [1]–[4] button for several seconds, the settings for Rhythm and Automatic Accompaniment will be recalled in addition to the panel settings. If you press and immediately release a Registration [1]–[4] button, only the settings that are not related to Rhythm or Automatic Accompaniment will be recalled.
<b>INSTANT</b>	Settings for Rhythm and Automatic Accompaniment will be recalled the instant that you press a Registration [1]–[4] button.

To return to the basic screen, press the [Utility] button.

#### MEMO

You can change the timing of recalling the transpose setting when you press a Registration [1]–[4] button. For more information, please refer to “Registration Transpose Update (Trans. Update)” (p. 103).

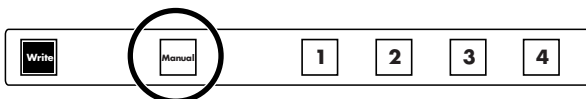


## Automatically Registering When You Switch Panel Settings

When the [Manual] button is ON (lit), all panel settings you make will be stored automatically in the [Manual] button as they are made, thus updating the Registration that had been previously saved. If you change to a preset Registration [1]– [4] button, it is possible to return to the previous panel settings by pressing the [Manual] button.

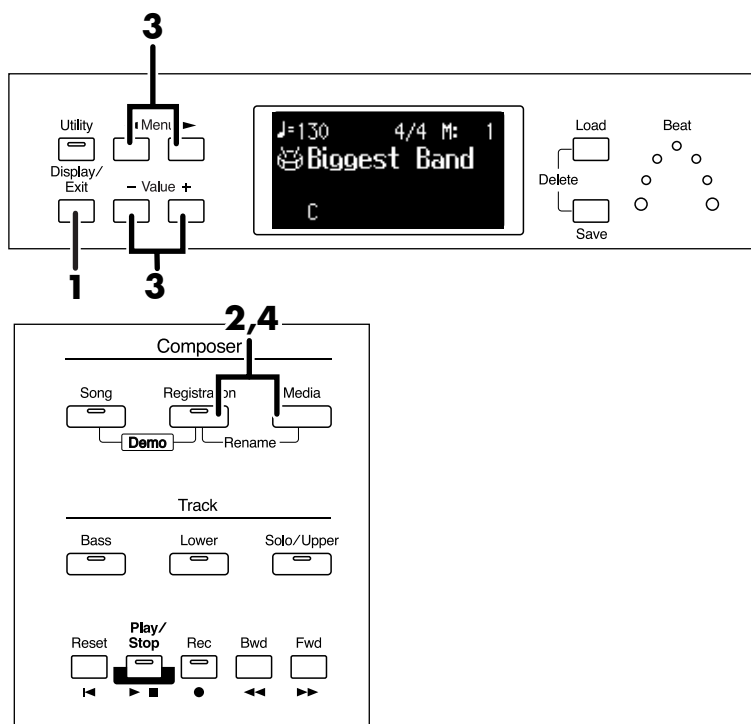
**NOTE**

The settings stored in the [Manual] button returns to the default settings while the power is turned off.



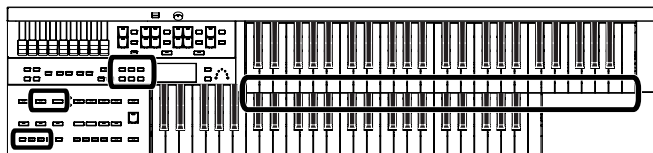
## Assigning a Name to a Registration Set

When saving Registration sets, names like “Factory Reg.” will be assigned by default, but you can assign a name that will help you later to identify the contents of the Registration set.



1. Press the [Display/Exit] button a number of times to access the Registration screen.





2. Press the [Registration] button and [Media] button simultaneously.



3. Press the Menu [◀] [▶] buttons to move the cursor, and press the Value [-] [+] buttons to select a character.



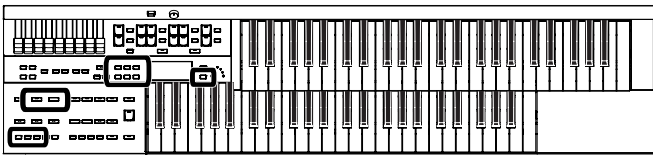
The following characters can be selected when changing a name:

space ! " # % & ' ( ) \* + , - . / : ; = ? ^ \_ A B C D E F G H I J K L M N O P Q R  
S T U V W X Y Z a b c d e f g h i j k l m n o p q r s t u v w x y z 0 1 2 3 4 5 6 7 8 9

[Reset] button	Delete a character.
[Rec] button	Inserts a space.

4. When you have finished assigning the name, simultaneously press [Registration] button and [Media] button once again.

The Registration set in the ATELIER's internal memory has now been named. To return to the basic screen, press the [Display/Exit] button.



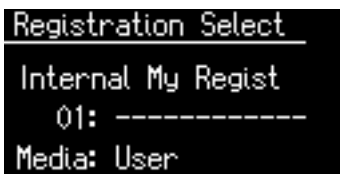
## Saving Registration Sets

With the settings of Registration buttons [1]–[4] considered as one set, you can store the Registration set to USB memory or User memory. We recommend that complex panel settings or Registrations you wish to keep be saved on USB memory.

Furthermore, when you save Registrations created on the ATELIER to USB memory, you can call up their settings on other ATELIER Series instruments and use the Registrations the same way.

- 1. Connect your USB memory to the External Memory connector.**
- 2. Press the [Registration] button to make the indicator light.**  
The Registration Select screen appears.
- 3. Press the [Media] button to select the desired media.**  
If you want to save the Registration to USB memory, select "Ext Memory."  
If you want to save the Registration to floppy disk, select "Disk."  
If you want to save the Registration to User memory, select "User."
- 4. Press the Value [-] [+] buttons to select the save-destination number.**

Numbers which have not been used in the Saving operation will be displayed as "-----."



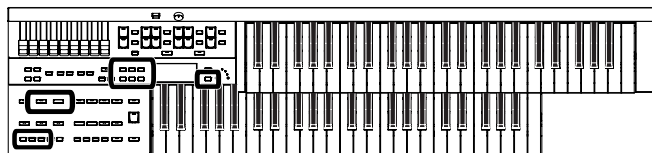
To cancel the operation, press the [Registration] button.

- 5. Press the [Save] button.**
- 6. Press the Value [-] [+] buttons to select the format in which the data will be saved.**

<b>ORIGINAL</b>	Save formats that can be used with the AT-75. When saved in this format, the data can also be used by AT-S Series, AT-900, AT-900C AT-800, AT-500, AT-300, AT-100, AT-45 and AT-15 devices.
<b>R-SERIES</b>	Save formats that can be used with AT-R Series devices



If you want to save Registration data to a floppy disk, connect the floppy disk drive to the External Memory connector. Into the floppy disk drive, insert a floppy disk that was formatted by the ATELIER.



## 7. Press the [Save] button to execute the save operation.

Saving of the Registration data will begin.

When saving ends, the "-----" in the screen will change to the Registration name that you saved.



If you've named the Registration (p. 59), it will be saved with that name.

### If the following screen appears

If you select a number at which a Registration has already been saved and press the [Save] button, the following screen appears.



### If you wish to update the contents of the Registration data

#### 1. Press the [Rec] button.

The Registration will be rewritten.

### If you wish to save new data instead of updating the Registration

#### 1. Press the [Reset] button to cancel the procedure.

Rewriting of the Registration will be canceled.

#### 2. Press the Value [-] [+] buttons to select a number for which "-----" is displayed on the upper right of the screen.

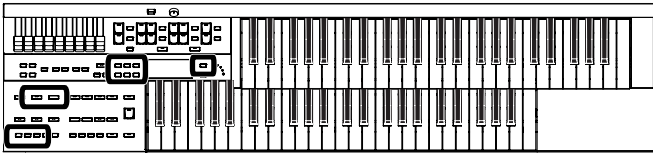
#### 3. Press the [Save] button to save the Registration set.

When saving is complete, the saved Registration name will be displayed.

#### NOTE

Never remove the USB memory or turn off the power while the operation is in progress. Doing so will damage the ATELIER's internal memory or USB memory, making it unusable.





## Loading Previously Saved Registration Sets Into the ATELIER

Here's how to recall a previously saved Registration set from the User memory or USB memory into the memory of the ATELIER. Registrations can be selected in the following two ways.

### Loading a Set of Registrations

You can load a "set" (a collection of settings for Registration buttons [1]–[4]) from Floppy disk, USB memory or User memory.

### Loading an Individual Registration

Recall the settings of one of the Registration [1]–[4] buttons.

#### NOTE

Be aware that when you load Registrations from a USB memory or User memory, the Registrations that were previously in internal memory will be lost. It is a good idea to save important Registrations to USB memory or User memory (p. 61).

### Loading a Set of Registrations

- 1. If you want to load a Registration from USB memory, connect your USB memory to the External Memory connector.**
- 2. Press the [Registration] button to make the indicator light.**  
The Registration Select screen appears.
- 3. Press the [Media] button to select the desired media.**  
If you want to load from the Registration of USB memory, select "Ext Memory."  
If you want to load from the Registration of floppy disk, select "Disk."  
If you want to load from the Registration of User memory, select "User."
- 4. Press the Value [-] [+] buttons to select the Registration that you wish to load into internal memory.**



To cancel the procedure, press the [Registration] button.

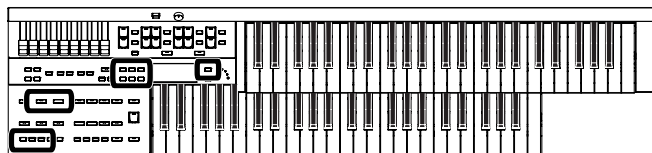
- 5. Press the [Load] button to execute loading.**  
When loading is complete, the Registration Select screen reappears.

#### MEMO

If you want to load a Registration from a floppy disk, connect the floppy disk drive to the External Memory connector, and insert the floppy disk containing the Registration into the floppy disk drive.

#### MEMO

Since the ATELIER is designed with compatibility in mind, Registrations created on other instruments in the ATELIER series can be recalled. However, due to differences in the built-in sounds and functions, there will be cases in which the settings cannot be exactly replicated.



## Loading an Individual Registration

- 1. If you want to load a Registration from USB memory, connect your USB memory to the External Memory connector.**
- 2. Press the [Registration] button to make the indicator light.**  
The Registration Select screen appears.
- 3. Press the [Media] button to select the desired media.**  
If you want to load from the Registration of USB memory, select "Ext Memory."  
If you want to load from the Registration of floppy disk, select "Disk."  
If you want to load from the Registration of User memory, select "User."
- 4. Press the Value [-] [+] buttons to select the Registration that you wish to load into internal memory.**
- 5. Press the [Utility] button.**
- 6. Press the Value [-] [+] buttons to specify the Registration button number to be loaded.**

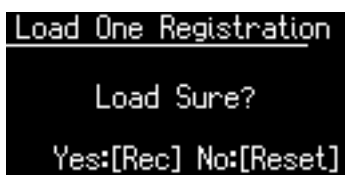


To cancel the operation, press the [Utility] button.

- 7. Press the [Rec] button.**
- 8. Press the Value [-] [+] buttons to specify the storage-destination Registration.**



- 9. Press the [Rec] button.**  
The following display appears.

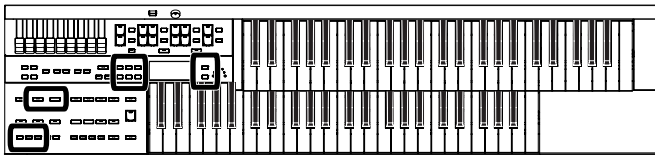


To cancel the procedure, press the [Reset] button.

- 10. Press the [Rec] button once again.**  
When the Registration has been loaded, the Registration Load screen will reappear.

### MEMO

If you want to load a Registration from a floppy disk, connect the floppy disk drive to the External Memory connector, and insert the floppy disk containing the Registration into the floppy disk drive.



## Deleting a Set of Registrations

Here's how to delete a Registration set that was saved to a USB memory, User memory (p. 42), or floppy disk.

### 1. Prepare the Registration that you want to delete.

If you want to delete Registration data from the USB memory, connect the USB memory to the External Memory connector.

### 2. Press the [Registration] button to make the indicator light.

The Registration Select screen appears.

### 3. Press the [Media] button to select the desired media.

If you want to delete from the Registration to USB memory, select "Ext Memory."

If you want to delete from the Registration to floppy disk, select "Disk."

If you want to delete from the Registration to User memory, select "User."

### 4. Press the Value [-] [+] buttons to select the Registration that you wish to delete.



### 5. Simultaneously press the [Load] button and [Save] button.

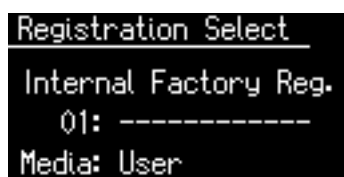
The following display appears.



To cancel the procedure, press the [Reset] button.

### 6. If you are sure that you wish to delete the data, press the [Rec] button.

When a Registration is deleted, the deleted Registration name will change to "-----."

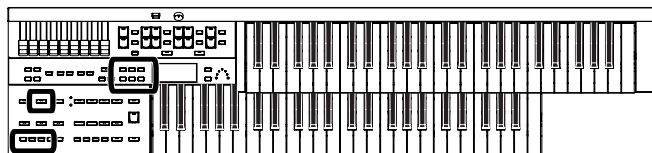


#### MEMO

If you want to delete Registration data from the floppy disk, connect the floppy disk drive to the External Memory connector. Into the floppy disk drive, insert a floppy disk.

#### NOTE

Never remove the USB memory or turn off the power while the operation is in progress. Doing so will damage the ATELIER's internal memory or USB memory, making it unusable.



## Copying Registrations

Registrations from USB memory or floppy disk can be copied to User memory. If a Registration saved in USB memory or on a floppy disk is stored in User memory, the stored Registration data will not disappear even when you turn off the power. It is convenient to load frequently-used Registration into User memory. Registrations saved in User memory can also be copied to USB memory (p. 67).

### Copying Registration from USB Memory to User Memory

1. Connect the USB memory to the External Memory connector.
2. Press the [Utility] button.
3. Press the Menu [◀] [▶] buttons a number of times to select "Media Utility."



4. Press the [Rec] button.
5. Press the Menu [◀] [▶] buttons a number of times to select "Copy Registration."

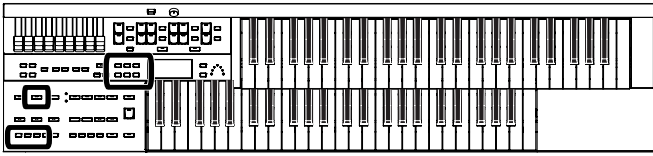


6. Press the [Rec] button.
7. Press the [Media] button to select the media (the location of the Registration you want to copy).

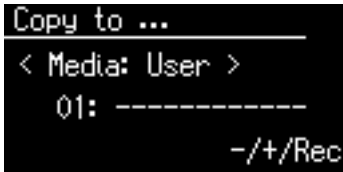
If you want to copy a Registration from USB memory, select "Ext Memory."  
If you want to copy a Registration from floppy disk, select "Disk."



If you want to copy Registration from floppy disk, connect the floppy disk drive to the External Memory connector.



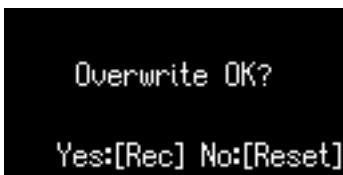
8. Press the Value [-] [+] buttons to select the Registration you want to copy.
9. Press the [Rec] button.
10. Press the Value [-] [+] buttons to select the copy-destination number.



To cancel the procedure, press the [Display/Exit] button.

### 11. Press the [Rec] button to copy the Registration.

If you select a number in which a Registration is already saved, a screen like the following appears.



If you want to delete the previously saved Registration and overwrite it with the Registration you're newly saving, Press the [Rec] button.

If you don't want to delete the previously saved Registration, press the [Reset] Button, then select a number at which no Registration has been saved, and copy the Registration to that number.

To return to the basic screen, press the [Utility] button.

## Copying Registration from User Memory to USB Memory

You can copy Registration from User memory to USB memory. To do so, press the [Media] button in step 7 to choose "User." In this state, you'll be copying Registration from User memory to USB memory.



The rest of the procedure is the same as when copying Registration from USB memory to User memory.

#### NOTE

Never remove the USB memory or turn off the power while the Registration data is being copied from USB memory into the ATELIER. If you do so, the Registration data will not be loaded into the ATELIER, and malfunctions could result. After returning the Registration stored in the User memory to the factory settings (p. 114), reload the Registration from USB memory.

#### MEMO

You can return only the User memory to the factory settings. Refer to "Restoring the User Memory to the Original Factory Settings (User Memory Reset)"(p. 114).

# Using the Performance Functions

## Transposing to a Different Key (Key Transpose)

You can transpose the key of a performance without having to shift the position of your fingers on the keyboard. This feature is called “Key Transpose.”

For example: you may play in the familiar C major scale while your music will sound in any key of your choice.

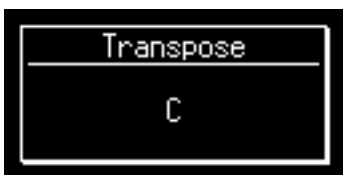


### 1. Press the Transpose [-] [+] buttons.

Each press of the Transpose [-] or [+] button transposes the key a semitone.

The transpose value is displayed in the screen.

Acceptable values range from A $\flat$  to G (in semitone steps).



If the pitch is transposed (something other than C), the indicator of one of the Transpose buttons, either [-] or [+], will be lit. If the pitch is not transposed (i.e., the key is C), the indicator of both the Transpose [-] and [+] buttons will be extinguished.

#### MEMO

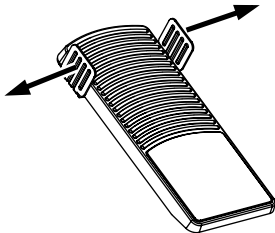
By pressing the Transpose [-] and [+] buttons simultaneously, you can restore the default setting “C.”

#### MEMO

You can change the timing at which the transposition settings saved in a Registration will be recalled. For details refer to “Registration Transpose Update (Trans. Update)” (p. 103).

## Using the Foot Switch

On each side of the expression pedal are two Foot Switches. Different functions are assigned to each of these two foot switches.



With the factory settings, the following functions are assigned to the left and right Foot Switches.

<b>Right Foot Switch</b>	Switch the Rotary effect between Fast/Slow.
<b>Left Foot Switch</b>	Glide (an effect by which the pitch is lowered by a semitone while the foot switch is pressed, and is returned to what is originally was when you release your foot).

### Press the right Foot Switch toward the right.

If Rotary is turned on, the Rotary effect will switch between "Fast" and "Slow" each time you press the Right Foot Switch.

### Press the left Foot Switch toward the left.

While you are pressing the Foot Switch, the pitch will be temporarily lowered. When you release the Left Foot Switch, the pitch will return to normal.

#### MEMO

You can also change the function assigned to the Foot Switch.

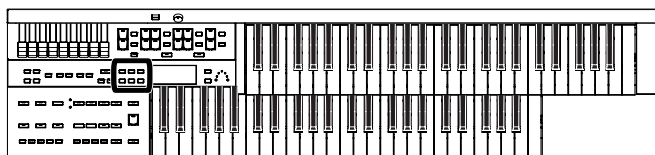
Please refer to "Changing the Function of the Foot Switch" (p. 70).

#### NOTE

The Glide effect is applied only to the upper part. However, it won't be applied to the Vintage Organ in the upper part.

#### MEMO

You can store functions to be assigned to the foot switch to individual Registration buttons (p. 70).



## Changing the Function of the Foot Switch

You can select any of the following functions and assign them to either Foot Switch on the right or left side of the Expression Pedal.

1. Press the [Utility] button.
2. Press the Menu [◀] [▶] buttons a number of times to select “L Foot Switch” or “R Foot Switch.”



3. Press the Value [-] [+] buttons to set the function to be assigned to the foot switch.

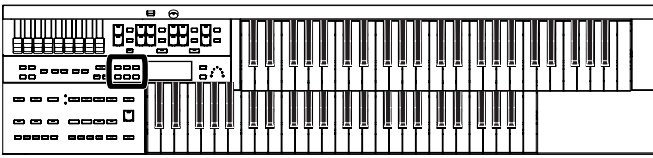
To return to the basic screen, press the [Utility] button.

Setting	Description
<b>ROTARY FAST/SLOW</b>	Switch the Rotary speed between “FAST” and “SLOW.”
<b>GLIDE</b>	<p>While the Foot Switch is pressed, the pitch will temporarily be lowered, and will gradually return to normal when you release the Foot Switch. Glide effect is added to the voice of all the sections being played on Upper keyboard.</p> <p>The Glide effect is applied only to the upper part.</p> <p><b>NOTE</b> However, it won't be applied to the Vintage Organ in the upper part.</p>
<b>LEADING BASS</b>	The Leading Bass function (p. 50) will operate only while you continue pressing the Foot Switch.
<b>RHYTHM START/STOP</b>	Start/Stop the Rhythm.

Setting	Description
<b>COMP PLAY/STOP</b>	The same function as the Composer [Play/Stop] button. Each time you press the Foot Switch, the performance data will play back or stop.
<b>INTRO/ENDING</b>	Play an Intro or Ending.
<b>VARIATION UP</b>	Switches the Variation buttons. Each time you press the foot switch, the Variation number will increment.
<b>VARIATION DOWN</b>	Switches the Variation buttons. Each time you press the foot switch, the Variation number will decrement.
<b>VARIATION ALT.</b>	Switches the Variation button. If the Variation [1] button or [3] button is selected, this will switch between the Variation [1] and [3] buttons. If the Variation [2] button or [4] button is selected, this will switch between the Variation [2] and [4] buttons.
<b>FILL IN</b>	Adds a fill-in.
<b>BREAK</b>	Stop the Rhythm for one measure (break).
<b>DAMPER OF UPPER</b>	Notes played on the Upper keyboard will be sustained only while you continue pressing the Foot Switch. <b>NOTE</b> Decay cannot be added to the Solo voices.
<b>DAMPER OF LOWER</b>	Notes played on the Lower keyboard will be sustained only while you continue pressing the Foot Switch.
<b>OFF</b>	Turns the foot switch function off.

**NOTE** If the Utility menu “Registration Shift” setting is “RIGHT”, “LEFT” or “RIGHT+LoadNext”, the Foot Switch will be dedicated to switching through the Registrations, and the “R Foot Switch” or “L Foot Switch” setting will be ignored.





## Using the Foot Switch to Switch Registrations (Registration Shift)

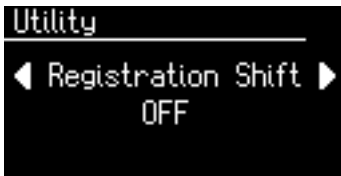
You can use the Foot Switch as a dedicated switch for selecting Registrations in order. The Registration will be switched each time you press the foot switch.

The Registration Shift settings are stored to each individual Registration Set.

**NOTE**

When "RIGHT + Load Next" is assigned to the foot switch and the Load Next function is used to switch Registration Sets saved to a USB memory or floppy disk, set the Registration Shift setting to "RIGHT + Load Next" for all saved Registrations.

1. Press the [Utility] button.
2. Press the Menu [◀] [▶] buttons a number of times to select "Registration Shift."



3. Press the Value [-] [+] buttons to change the setting (OFF/RIGHT/LEFT/RIGHT + Load Next).

Setting	Description
OFF	You can use a function assigned to the foot switch.
RIGHT	The right foot switch is dedicated to switching Registrations. The function assigned to the right foot switch cannot be used.
LEFT	The left foot switch is dedicated to switching Registrations. The function assigned to the left foot switch cannot be used.

Setting	Description
RIGHT + Load Next	The right foot switch is dedicated to switching Registrations. The function assigned to the right foot switch cannot be used. Selecting the Registration [4] button and pressing the right foot switch activates the Load Next function, calling up the next Registration saved to the USB memory, User memory, or floppy disk. The Registration Load window appears in the display. When you then press the right foot switch again, the Registration Set is confirmed, and the Registration [1] button is selected. Example: 1→2→3→4 →Load Next→ (Next Registration) 1

### What is "Load Next"?

You can use the Load Next function to call up Registrations in the order saved to the USB memory, User memory, or floppy disk. When you will be performing live, you can save Registration sets to USB memory, User memory, or floppy disk in the order in which you will be performing. Then while you perform, you can recall the next Registration set easily and smoothly.

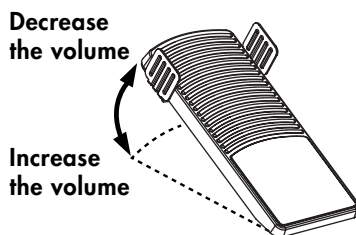
To return to the basic screen, press the [Utility] button.



This setting remains stored in memory even while the power is turned off.

## Adjusting the Overall Volume Using an Expression Pedal

You can adjust the entire volume using an Expression Pedal. When you depress the Expression Pedal, the volume increases. The volume decreases as you tilt the pedal back.



Using the expression pedal enables you to give your performances even richer musical expressiveness.

The expression pedal features the following special characteristics:

- Completely releasing the expression pedal does not lower the volume to zero. If you do want to turn down the volume completely, set the [Master Volume] knob to the Min (Minimum) position.
- Even as you release your foot from the expression pedal and lower the volume, the lower-range portion will linger on. This provides a natural-sounding resonance.
- When an Active Expression voice is selected, the expression pedal can be used to produce changes in the voice (p. 33).

### MEMO

Likewise you can specify whether the Expression Pedal will or will not control the volume during the playback of recorded music data (p. 100).

### MEMO

You can specify whether the expression pedal will function when playing back performance data that was recorded on the ATELIER series (p. 101).

# Adding Various Effects to a Voice

The ATELIER allows you to apply various effects to the sounds you play from the keyboard.

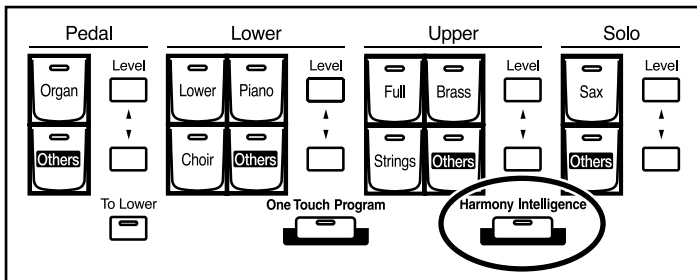
## Adding Harmony to a Melody (Harmony Intelligence)

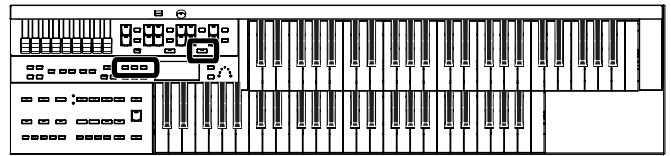
Harmony appropriate for the chord you play in the lower keyboard can be added to the highest note played in the upper keyboard. This function is called "Harmony Intelligence."

When you press the [Harmony Intelligence] button, the voice most suitable for the selected harmony intelligence will be selected automatically.

### 1. Press the [Harmony Intelligence] button (indicator lights).

Each time you press a [Harmony Intelligence] button, the indicator will alternate between ON (lit) and OFF.





## Changing the Type of Harmony Intelligence

The AT-75 provides six types of harmony intelligence.

When you press the [Harmony Intelligence] button, the most appropriate voice(s) will be automatically set.

The manner in which notes will sound also depends on the Harmony type.

- 1. Press the [Harmony Intelligence] button (indicator lights).**
- 2. While the Harmony Intelligence name is shown in the display screen, use the Value [-] [+] buttons to select the Harmony Intelligence.**

The indicator of the [Harmony Intelligence] button will blink.

To cancel the procedure, press the [Display/Exit] button.

- 3. Once again, press the [Harmony Intelligence] button.**

The indicator of the [Harmony Intelligence] button will light, and the Harmony Intelligence is confirmed.

Harmony Intelligence types:

Type	Solo Voice	Upper Voice	Number of notes of the harmony
<b>BIG BAND</b>	Trumpet	Flugel Horn	5
<b>STRINGS</b>	Strings 1	Strings 5	4
<b>TRADITIONAL*</b>	Currently Selected Tone		3
<b>OCTAVE 1*</b>	Currently Selected Tone		2
<b>BIG BAND*</b>	Currently Selected Tone		5
<b>STRINGS*</b>	Currently Selected Tone		4

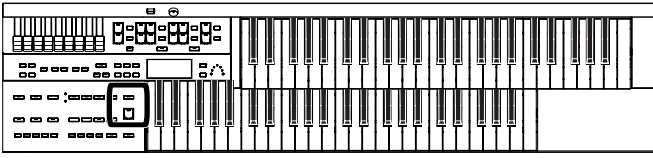
Harmonies are added only to the Upper voice.



You can also play the upper manual to confirm the type of the Harmony Intelligence.



The number of notes of the harmony will depend on the Harmony Intelligence type.



## Adding Modulation to the Sound (Rotary Effect)

Rotary is an effect which simulates the sound of rotating speakers. There is a choice of two settings: Fast and Slow.

Rotary Sound



- 1. Select the voice to which you wish to apply the Rotary effect.**
- 2. Press the Rotary Sound [On/Off] button (confirm that its indicator is lit).**  
The Rotary effect will be applied to the voice.
- 3. Press the Rotary Sound [Fast/Slow] button to switch between Rotary Fast (Lit) and Rotary Slow (Unlit).**

Rotary Sound [Fast/Slow] button	Effect
<b>Lit (Fast)</b>	The effect obtained is equivalent to speakers being rapidly rotated.
<b>Unlit (Slow)</b>	Effect simulating the slow rotation of speakers.

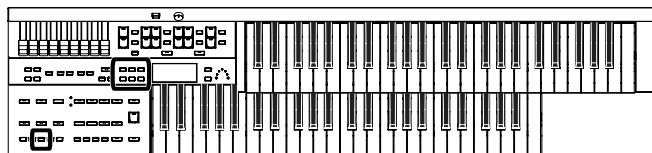
When you switch the rotary effect from "Fast" to "Slow," the modulation will slow down gradually, and when you switch from "Slow" to "Fast" the modulation will speed up gradually.

### NOTE

For more on the tones to which the Rotary effect can be applied, refer to "Voice & Rhythm List" (Appendix: separate booklet).

### MEMO

You can assign the Rotary Sound [Fast/Slow] button function to the foot switches located on each side of the Expression Pedal (p. 70).



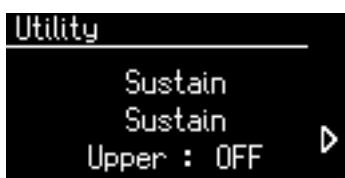
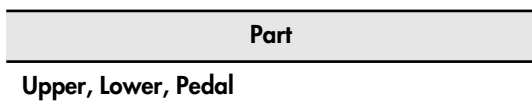
## Sustain Effect

Sustain allows you to add a Sustain effect or decay to each voice after the keys are released. The Sustain effect can be added simultaneously to the Upper (except the Solo Part), Lower, and Pedal Bass voices.

- 1. Press the [Utility] button.**
- 2. Press the Menu [◀] [▶] buttons a number of times to select the "Sustain."**



- 3. Press the [Rec] button.**
- 4. Press the Menu [◀] [▶] buttons to select the desire part.**



- 5. Press the Value [-] [+] buttons to switch "ON" or "OFF."**

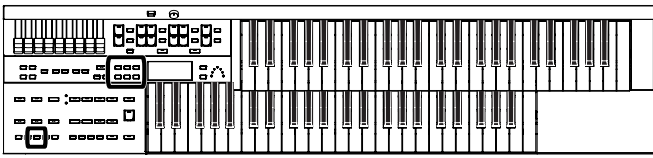
To return to the basic screen, press the [Utility] button.

**NOTE**

The Sustain effect will not be applied to the Solo part and vintage organ part voice.

**MEMO**

The length of Sustain can be modified independently for each keyboard (p. 77).



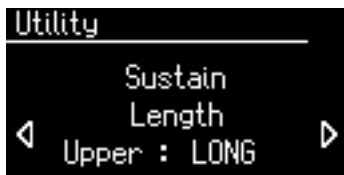
## Changing the Sustain Length

The sustain length can be set independently (SHORT, MIDDLE (Medium) or LONG) for the Upper and Lower keyboards and Bass Pedalboard. You can make a separate setting for each keyboard.

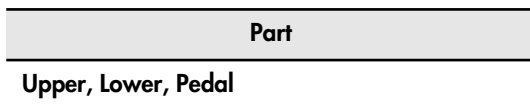
1. Press the [Utility] button.
2. Press the Menu [◀] [▶] buttons a number of times to select "Sustain."



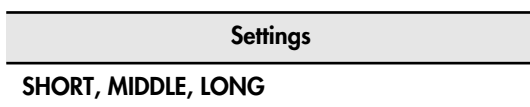
3. Press the [Rec] button.
4. Press the Menu [◀] [▶] buttons a number of times to select "Length."



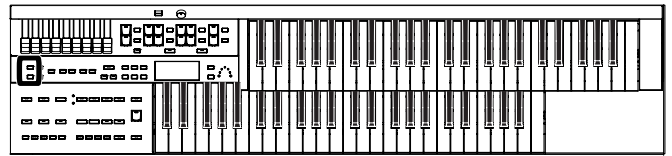
5. Press the Menu [◀] [▶] buttons to select the part whose sustain length you wish to adjust.



6. Press the Value [-] [+] buttons to adjust the setting.

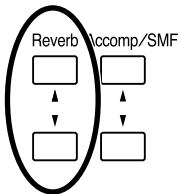


To return to the basic screen, press the [Utility] button.



## Reverb Effect

Reverb is an effect that adds a sense of spaciousness to the sound, creating the illusion of playing in a large or small concert hall, a large or small room, a small club, etc.



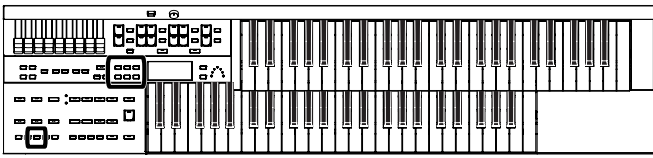
### 1. Press the Reverb [▲] or [▼] button to adjust the overall Reverb amount.

When you press the Reverb [▲] button, additional Reverb is applied. Pressing the Reverb [▼] button decreases the Reverb level.

When you press the Reverb [▲] [▼] buttons, the Reverb level will be shown in the display.







## Changing the Reverb Type

By changing the reverberations of the notes, you can enjoy the atmosphere of performance in a wide variety of different locations.

1. Press the [Utility] button.
2. Press the Menu [◀] [▶] buttons a number of times to select "Reverb."



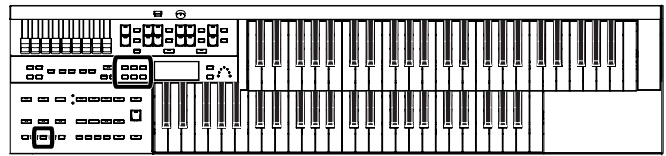
3. Press the [Rec] button.
4. Press the Menu [◀] [▶] buttons to a number of times select "Reverb Type."



5. Press the Value [-] [+] buttons to select a Reverb type.

Type	Description
ROOM 1	Reverberation of a small room
ROOM 2	Reverberation of a small club
ROOM 3	Reverberation of a large room
HALL 1	Reverberation of a large concert hall
HALL 2	Reverberation of a small concert hall
SMALL CHURCH	The reverberation of a small church
LARGE CHURCH	The reverberation of a large church
CATHEDRAL	The reverberation of a cathedral
PLATE	A bright, metallic Reverberation
DELAY	An echo-like sound repeated several times
PAN DELAY	Similarly to the above but where the sound is panned between the left and right speakers

To return to the basic screen, press the [Utility] button.



## Changing the Wall Type

By changing the type of reverb you can experience the feeling of performing in various different locations, and by changing the Wall Type (wall material) you can make further adjustments to the way in which reverberation occurs.

1. Press the [Utility] button.
2. Press the Menu [◀] [▶] buttons a number of times to select "Reverb."



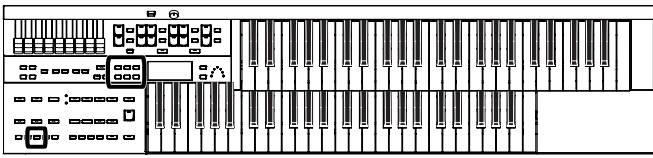
3. Press the [Rec] button.
4. Press the Menu [◀] [▶] buttons a number of times to select "Wall Type."



5. Press the Value [-] [+] buttons to select a Wall type.

Type	Description
DRAPERY	Pleated curtain
CARPET	Carpet
ACOUSTIC TILE	Acoustical tile, sound-absorptive tile
WOOD	Wood
BRICK	Brick
PLASTER	Plaster
CONCRETE BLOCK	Concrete block
MARBLE	Marble

To return to the basic screen, press the [Utility] button.



## Changing the Depth of the Reverb

You can make independent settings for each Part.

1. Press the [Utility] button.
2. Press the Menu [◀] [▶] buttons a number of times to select "Reverb."



3. Press the [Rec] button.
4. Press the Menu [◀] [▶] buttons a number of times to select "Depth."



5. Press the Menu [◀] [▶] buttons to select the part whose reverb depth you wish to adjust.

Part
Accomp (Automatic Accompaniment except Bass), Rhythm, Drums, A.Bass (Bass part of Automatic Accompaniment), Pedal, Lower, Solo, Vintage

6. Press the Value [-] [+] buttons to adjust the setting.

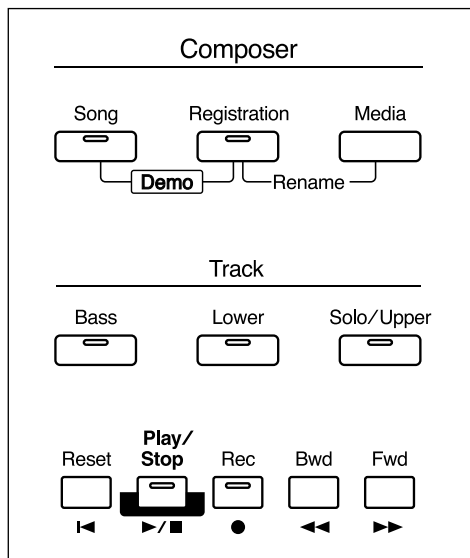
Settings	Description
0-10 AUTO (Accomp, Rhythm, A.Bass)	Increasing the value will increase the amount of reverb effect.

For the three Parts of the Accomp, Rhythm and A.Bass, you have the option of selecting the "AUTO" setting. Parts for which "AUTO" is selected will be set to the Reverb Depth that is most suitable for the Rhythm currently selected.

To return to the basic screen, press the [Utility] button.

# Record and Playback Your Performance

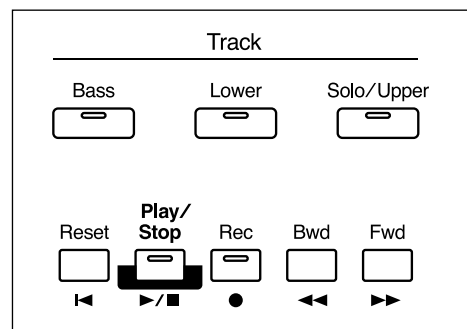
The internal composer can record performances and play back commercial SMF music files.



Button	Description
<b>Song</b>	The Song Select screen appears in the display.
<b>Registration</b>	The Registration Select screen appears in the display.
<b>Media</b>	Switches the media.

## What is a Track Button?

The recorded performance will be automatically assigned to the three Track buttons according to the recorded part. You can record or play back independently by specifying the desired Track button; for example, when you wish to re-record a track.



You can record different kinds of performance data into each track:

Button	Recorded Performance
<b>Bass</b>	Pedal Bass Voice Performance Data (Note)
	Bass part of the Automatic Accompaniment
<b>Lower</b>	Lower Voice Performance Data (Note, Hold)
<b>Solo /Upper</b>	Upper Voice Performance Data (Note, Hold)
	Solo Voice Performance Data (Note)

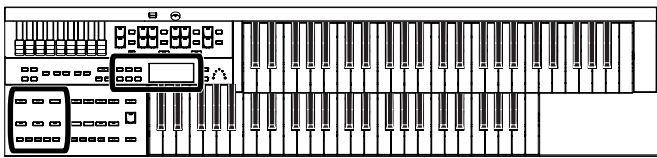
Button	Description
<b>Reset</b>	Returns you to the beginning of the song.
<b>Play/Stop</b>	Starts and stops playback of the song.
	After the [Rec] button has been pressed, putting the composer in record standby mode, recording then starts when the [Play/Stop] button is pressed.
<b>Rec</b>	The ATELIER switches to record standby mode. * In record standby, the [Rec] button is lit, and the [Play/Stop] button flashes.
<b>Bwd</b>	Rewinds the song.
<b>Fwd</b>	Fast forwards the song.



More information about the track assignments when playing commercial SMF music files, please refer to "Silencing a Specific Track (Track Mute)" (p. 106).



If you wish to erase all the recorded data and record new performance data, use the editing function "Erase" (erase performance data) to erase the data (p. 87).



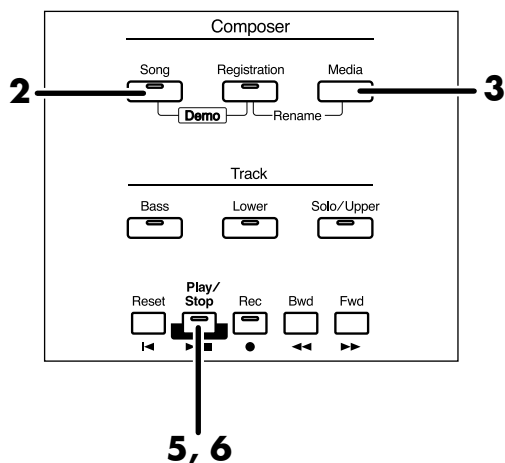
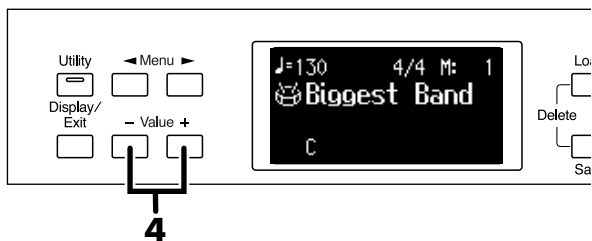
## Playing Back Performance Songs Stored on USB Memory and SMF Music Files

In addition to playing back the music you recorded on the instrument and saved to a USB memory, ATELIER also lets you enjoy a wide variety of commercially available song files, such as defined below.

### SMF Music Files

SMF (Standard MIDI File) is a data format that was created in order to standardize music data formats between manufacturers. Collections of songs in SMF music data are commercially available in a wide range of styles for enjoyment, as accompaniment for practicing musical instruments, and for karaoke.

If you want to purchase SMF music data, you can contact the dealer where you purchased the ATELIER.



## To Play Back Only One Song

### 1. Prepare the song that you want to play back.

If you want to play a song from USB memory, connect it to the External Memory connector.

If you want to play a song from floppy disk, connect the floppy disk drive to the External Memory connector, and insert a floppy disk into the drive.

### 2. Press the [Song] button (confirm that its indicator is lit).

The Song Select screen appears.



### 3. Press the [Media] buttons to select the desired media.

If you want to play a song from USB memory, choose "Ext Memory." If you want to play a song from floppy disk, choose "Disk."

### 4. Press the Value [-] [+] buttons to select the song that you wish to play back.

### 5. Press the [Play/Stop] button to start playback.

Playback of the performance data begins.

### 6. To stop playback, press the [Play/Stop] button.

## Playing Back All Performance Data

### 1. Prepare the song that you want to play back.

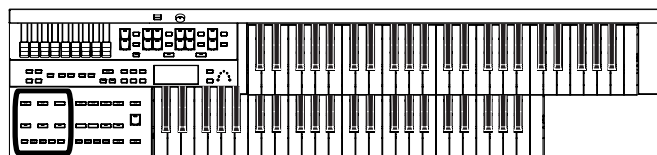
If you want to play a song from USB memory, connect it to the External Memory connector.

If you want to play a song from floppy disk, connect the floppy disk drive to the External Memory connector, and insert a floppy disk into the drive.

### 2. While holding down the [Song] button, press the [Play/Stop] button.

All performance data saved on the USB memory or floppy disk will be played consecutively.

### 3. To stop playback, press the [Play/Stop] button.

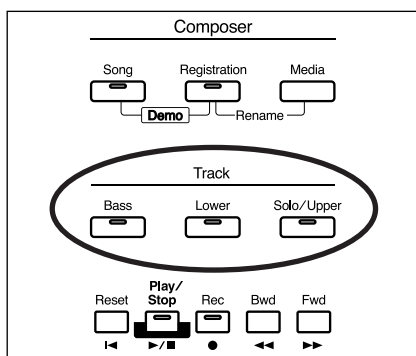


## Silencing a Specific Track (Track Mute)

The indicators for Track button in which performances were recorded will be lit. By turning off these Track button indicators, you can temporarily silence the sound. This is referred to as "Track Mute."

If you want to play back a song from USB memory, connect your USB memory to the External Memory connector before you continue.

If you want to play back a song from floppy disk, connect your floppy disk drive to the External Memory connector, and insert the floppy disk.



### 1. Press the Track buttons whose indicator is lit to turn the light off.

The track whose indicator was turned off will be muted (silenced).

### 2. Press the Track buttons once again (indicator lights).

The part that had been muted will return to normal and will be heard.

### Assignments to the Track Buttons When Playing Back Commercial SMF Music Files

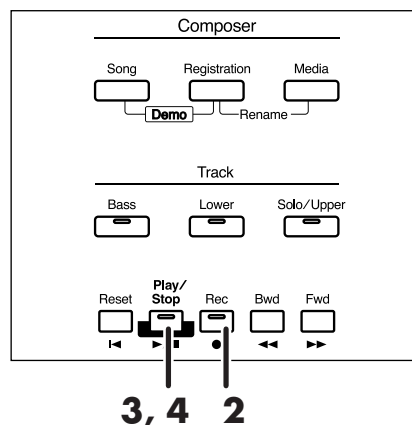
Button	Channel
[Bass]	2
[Lower]	3
[Solo/Upper]	1, 4

You can also change the Track Mute Settings in the Utility menu (p. 106). You can individually mute the Rhythm track and accompaniment track as well as the Upper Track and Solo Track. You can also mute the Control Track (for the expression pedal and panel controls) (p. 106).



## Recording a Performance

You can record the performance that you play. You can also record your performance while playing Rhythms or Automatic Accompaniment.



### 1. Select the panel settings needed for recording the performance.

### 2. Enter the recording standby mode by pressing the [Rec] button.

The [Rec] button indicator will light, and the [Play/Stop] button will blink.

### 3. Press the [Play/Stop] button to start recording.

When you press the [Play/Stop] button, the metronome will sound a two-measure count, and then recording will begin.

If you wish to use Rhythm and Automatic Accompaniment as you record, press the [Start/Stop] button (p. 43) instead of the [Play/Stop] button to begin recording. Also, if the Sync Start is ON, recording will begin the instant you play the Lower keyboard.



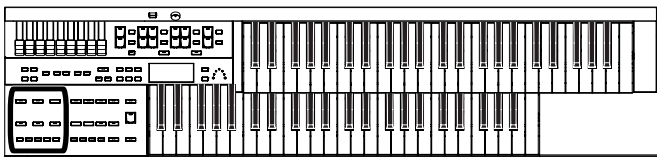
### 4. Press the [Play/Stop] button when you have completed your recording.

The Track indicator where a performance song is recorded will light.

When you press the [Intro/Ending] button or [Start/Stop] button while recording a Rhythm performance or Automatic Accompaniment, the Rhythm performance and Automatic Accompaniment will stop. However, the recording itself will continue. Press the [Play/Stop] button to stop recording.

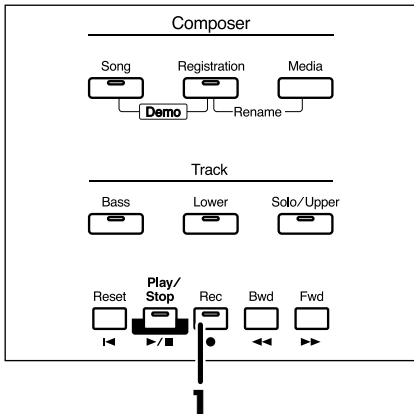


The Play and Stop functions can both be assigned to one of the foot switches located on each side of the Expression Pedal (p. 70).



### Caution

If you press the [Rec] button when a song has been selected from the USB memory or floppy disk, the selected song will be completely loaded into the ATELIER and the Composer will enter into the recording standby mode. To record a new song, use the following procedure.



- 1. Press the [Rec] button to cancel recording standby.**
- 2. Disconnect the external media.**  
If you've connected USB memory, disconnect the USB memory from the External Memory connector. If you're using a floppy disk, remove the floppy disk from the floppy disk drive.
- 3. Delete the performance data (p. 87).**  
Re-record your performance.

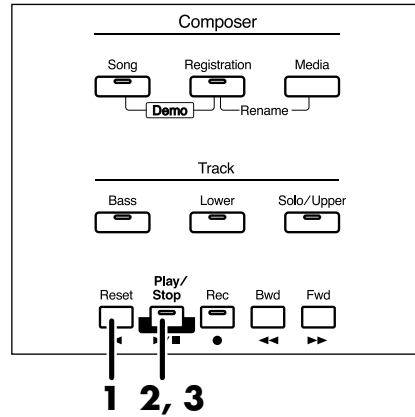
### If the following screen appears



When recording was automatically canceled because the memory limit was reached.

## Playing Back a Performance Song

Here's how to play back a performance you've recorded.

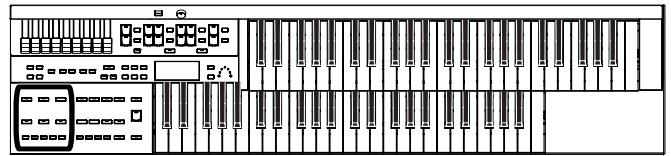


- 1. Press the [Reset] button.**  
The location at which playback will start will return to the beginning of the first measure (bar).  
If you wish to begin playback from the middle of the song, press the [Bwd] button or [Fwd] button to move to the measure from which you wish to begin playback.
- 2. Press the [Play/Stop] button to start playback.**  
After playback reaches the end of the performance, it will stop automatically.
- 3. To stop playback at any point, press the [Play/Stop] button.**

**MEMO** The [Play/Stop] function can be assigned to the foot switch (p. 70).

**MEMO** You can specify whether or not the Expression Pedal will affect the playback and what you play while ATELIER music data is being played back (p. 100).

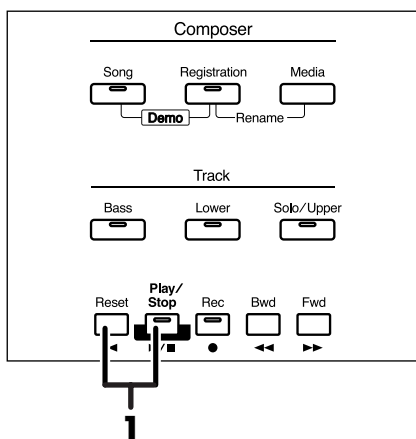
**NOTE** If you use the Rhythm or Automatic Accompaniment immediately after having loaded and played back a song other than an ATELIER performance song, such as SMF's, etc., the playback may not sound right (the voices may have changed, etc.). To prevent this from happening, press the [Reset] button before playback.



## Add a Count Sound to Match the Timing (Count In)

In cases such as when you want to perform in time with a song, you can have a count sound played before playback of the song begins, allowing you to synchronize your own performance with the song.

Playing back a song after playing the count sound is called "Count In."

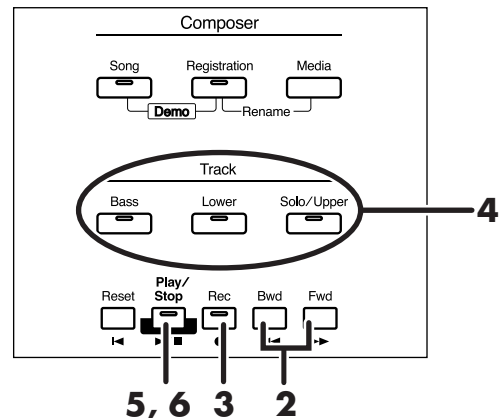


1. Hold down the [Reset] button and press the [Play/Stop] button.

The metronome will play two measures (bars) of count-in before recording begins.

## Recording Each Part Separately

In this method, each part (track buttons) is recorded one after another: first the bass part, then the Lower part, etc. If there are any previously recorded performances, you can listen to them as you record additional parts.



1. Select the panel settings needed for recording the performance.
2. Press the [Bwd] button or the [Fwd] button to select the desired measure (bar) when you start recording.  
If you wish to start recording from the beginning of the song, press the [Reset] button.
3. Press the [Rec] button to enter recording-standby mode.  
The [Rec] button indicator will light, and the [Play/Stop] button and the unrecorded track buttons will blink. The track buttons that are already recorded will light.
4. Press the button of the track you want to record, so it's blinking.

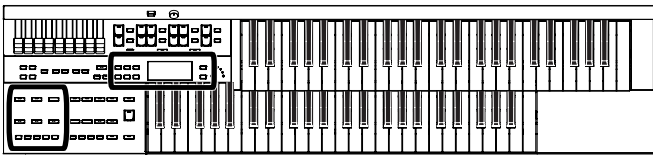
The existing performance data in the specified track will be erased as recording takes place.

**NOTE** When the button for a track lights steadily, it means it won't be recorded.

5. Press the [Play/Stop] button to start recording.  
When you press the [Play/Stop] button, the metronome will sound a two-measure count, and then recording will begin.  
As you listen to the performance song previously recorded, record the Part into a new Track.
6. Press the [Play/Stop] button to stop recording.  
The track button for which performance data has been recorded will be lit.

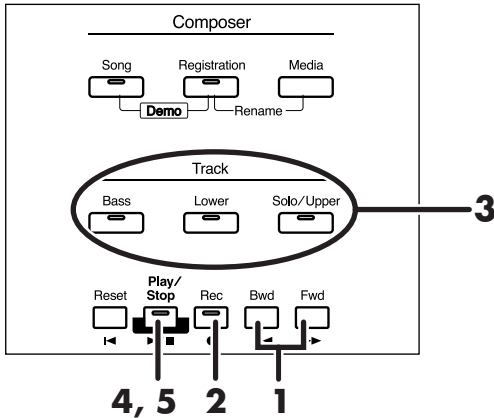
7. Repeat steps 2–6 to record each part.





## Re-Recording

You can record over recorded performance data.



1. Press the [Bwd] button or the [Fwd] button to select the desired measure (bar) when you start recording.

If you wish to start recording from the beginning of the song, press the [Reset] button.

2. Press the [Rec] button to enter recording-standby mode.

The [Rec] button indicator will light, and the [Play/Stop] button and the unrecorded track buttons will blink. The track buttons that are already recorded will light.

3. Press the button of the track you want to record, so it's blinking.

The existing performance data in the specified track will be erased as recording takes place.

**NOTE** When the button for a track lights steadily, it means it won't be recorded.

4. Press the [Play/Stop] button to start recording.

When you press the [Play/Stop] button, the metronome will sound a two-measure count, and then recording will begin.

As you listen to the performance song previously recorded, record the Part into a new Track.

5. Press the [Play/Stop] button to stop recording.

The track button for which performance data has been recorded will be lit.

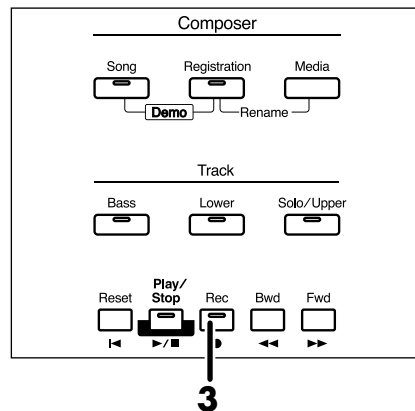
If you wish to re-record with different settings for voices, tempo, part balance, erase the recorded song (p. 87) and re-record again. If the Control track still contains data from before you re-recorded, the volume or sounds may change during playback.

**NOTE** If you wish to keep the existing Expression Pedal data, and record only the panel operations, you can make settings to prevent the operation of the Expression Pedal from being recorded (p. 100).

**NOTE** If you wish to keep the existing Expression Pedal data, and record only the panel operations, you can make settings to prevent the operation of the Expression Pedal from being recorded (p. 100).

## Erasing a Performance Song

If you wish to discard your recording and re-record from the beginning, or if you wish to record a new performance, you must erase the previously-recorded data.

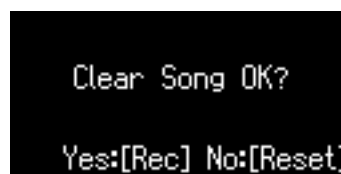


1. Press the [Display/Exit] button a number of times to access the Composer screen.



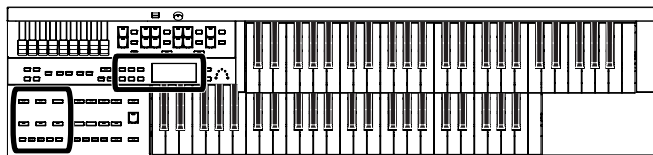
2. Press the [Load] and [Save] buttons simultaneously.

The following message, asking you to confirm your choice, will be displayed.



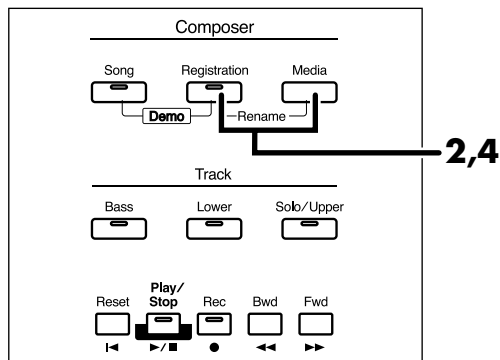
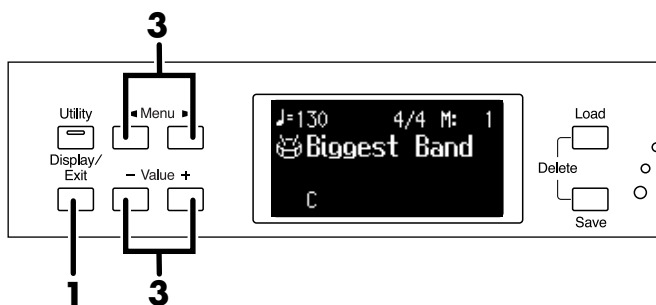
To cancel the procedure, press the [Reset] button.

3. If you are sure that you wish to erase the song, press the [Rec] button.



## Changing the Name of a Performance Song (Rename)

A name is automatically assigned to a performance song that you record. However, at some point you may wish to change the name to something more meaningful.



1. Press the [Display/Exit] button a number of times to access the Composer screen.



2. Press the [Registration] and [Media] buttons simultaneously.



3. Press the Menu [◀] [▶] buttons to move the cursor, and press the Value [-] [+] buttons to select a character.

The following characters can be selected when changing a name:

space ! " # % & ' ( ) \* + , - . / : ; = ? ^ \_ A B C D E F G H  
I J K L M N O P Q R S T U V W X Y Z a b c d e f g h i j k l  
m n o p q r s t u v w x y z 0 1 2 3 4 5 6 7 8 9

Press the [Reset] button.	Delete a character.
---------------------------	---------------------

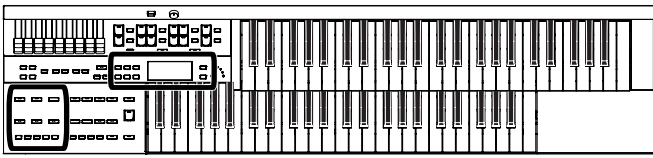
Press the [Rec] button.	Insert a space.
-------------------------	-----------------

4. To confirm the new name, simultaneously press the [Registration] and [Media] buttons once again.

The new name is now inserted.

You cannot directly change or edit the name of a performance song stored on a USB memory, floppy disk or "Favorites" (internal memory). The song must first be loaded (p. 90) into the instrument, edited, and then saved to USB memory or floppy disk again.

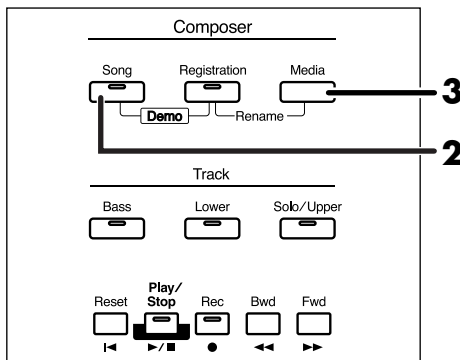
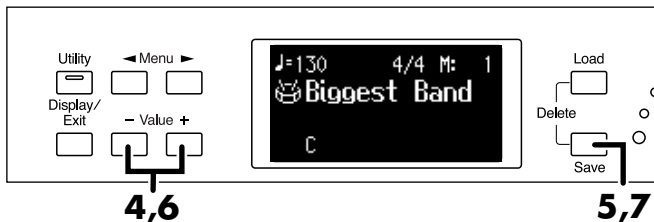
**NOTE**



## Saving Performance Songs

The performance data that you recorded will disappear when the power of the ATELIER is turned off. If you wish to keep the performance data, you can save it on a USB memory, floppy disk, or "Favorites" (internal memory).

If the recorded performance data has not been saved, the display will show the "EDITED" symbol. This symbol will disappear when you save the performance data.



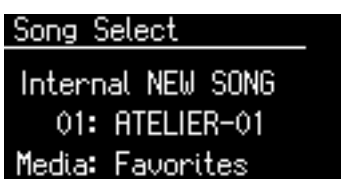
### 1. Prepare to save the performance song.

If you want to save performance song to a USB memory, connect the USB memory to the External Memory connector.

If you want to save performance song to a floppy disk, connect the floppy disk drive to the External Memory connector. Into the floppy disk drive, insert a floppy disk that was formatted by the ATELIER.

### 2. Press the [Song] button (confirm that its indicator is lit).

The Song Select screen appears.

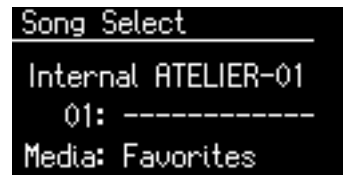


### 3. Press the [Media] button to select the media.

Select "Ext Memory" to save the data in USB memory, select "Disk" to save it on a floppy disk, or "Favorites" to save it in User memory.

### 4. Press the Value [-] [+] buttons to select the number of the save destination.

If the save destination contains no data, the screen will indicate "- - - - -."



### 5. Press the [Save] button.



### 6. Press the Value [-] [+] buttons to select the format.

You can select either "ORIGINAL" or "SMF" format.

Display	Description
ORIGINAL	Save data in ATELIER format
SMF	Saving in SMF Format for ATELIER Sound Modules

**MEMO** SMF (Standard MIDI File) is a data format that was created as a standardized way to exchange music data between devices made by different manufacturers.

### 7. Press the [Save] button to confirm the format.

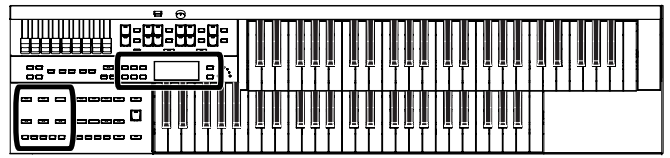
Saving of the performance data will begin.



**NOTE** Never turn off the power while the operation is in progress. Doing so will damage the ATELIER's internal memory or USB memory, making it unusable.

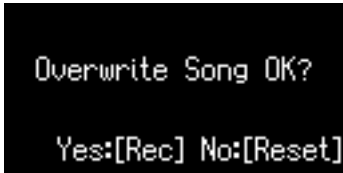
**NOTE** Performance data saved by the ATELIER format cannot be played back properly by the sound generator of an instrument that is not a member of the ATELIER series.

**NOTE** Saving performance data in SMF format (SMF) requires a longer time than saving it in ATELIER format (Original).



**If the following screen appears**

If you select a number at which a performance data has already been saved, the following screen appears.



**If you wish to update the contents of the performance data**

1. Press the [Rec] button.

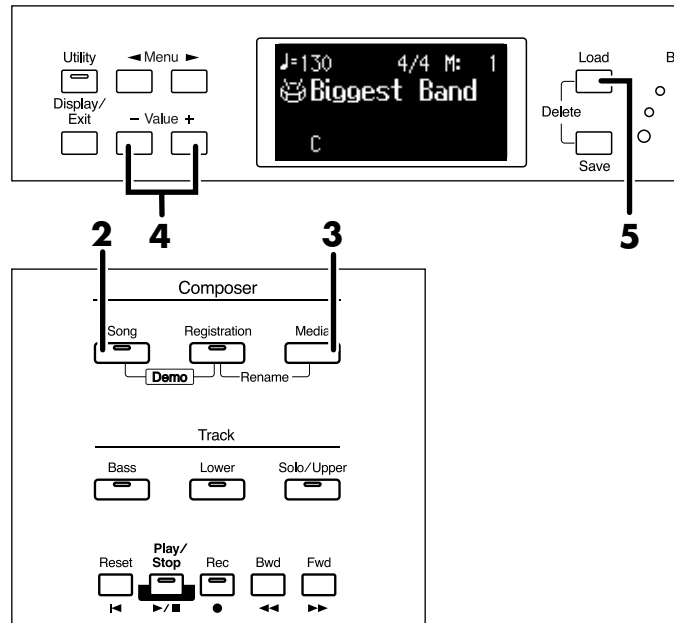
**If you want to save your performance as new data without overwriting the existing data**

1. Press the [Reset] button to stop the Save operation.
2. In the Song Select screen, select the number that is displayed as "-----" (a number that currently does not contain performance data).
3. Save the performance data.

When saving is complete, the saved performance name will be displayed.

**Loading Performance Songs Into the ATELIER**

To re-record a performance song that is stored on a USB memory or floppy disk, you must first load that song into the instrument.



**1. Prepare the performance song.**

If you want to load performance song to a USB memory, connect the USB memory to the External Memory connector. If you want to load performance song to a floppy disk, connect the floppy disk drive to the External Memory connector. Into the floppy disk drive, insert a floppy disk that was formatted by the ATELIER.

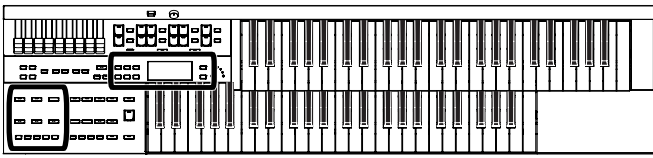
**2. Press the [Song] button (confirm that its indicator is lit).**

The Song Select screen appears.

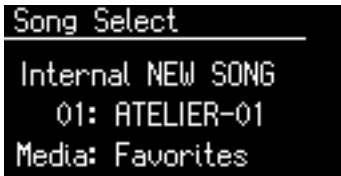


**3. Press the [Media] button to select the media.**

If you want to load a song from USB memory, choose "Ext Memory." If you want to load a song from floppy disk, choose "Disk."



- Press the Value [-] [+] buttons to select the performance song that you wish to load into internal memory.



- Press the [Load] button.

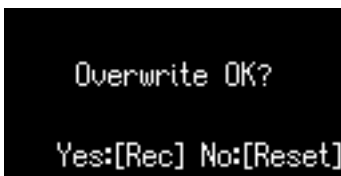
The selected performance data will be loaded into internal memory.

If loading is canceled because the memory limit has been reached, the following message will be displayed:



### If the following screen appears

If the performance song in the ATELIER has not been saved to a USB memory or Favorites (User memory), the following message appears.



### If you wish to erase the performance song

- Press the [Rec] button.

### If you don't wish to erase the performance song

- Press the [Reset] button to stop the Save operation.

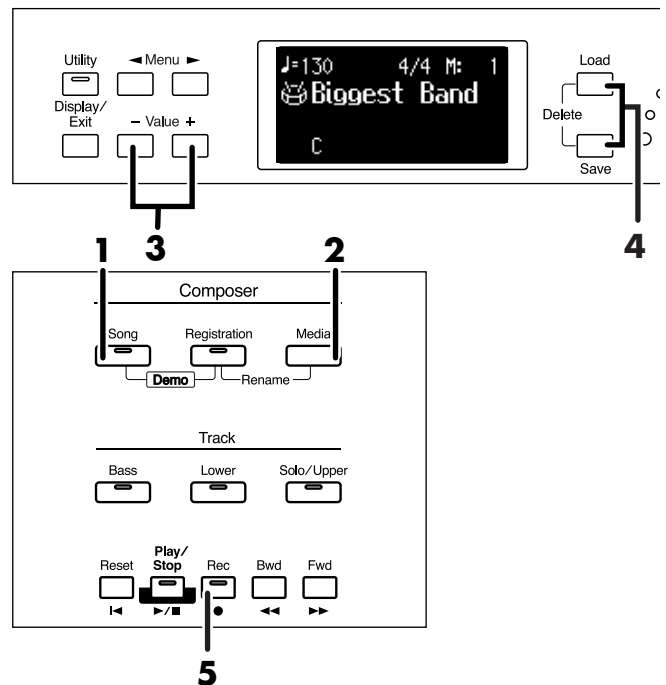
Save the song to USB memory or a floppy disk (p. 89).

## Deleting Performance Songs Stored on "Favorites" or the USB Memory

You can delete a performance song that was saved onto a "Favorites," USB memory, or floppy disk.

If you want to delete a song in USB memory, connect your USB memory to the External Memory connector before you continue.

If you want to delete a song in floppy disk, connect the floppy disk drive to the External Memory connector, and insert a floppy disk into the drive.



- Press the [Song] button (confirm that its indicator is lit).

The Song Select Screen appears.

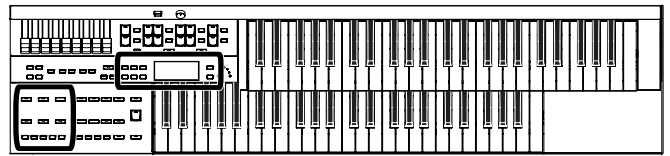


- Press the [Media] button to select the media.

If you want to delete a song from the "Favorites," choose "Favorites."

If you want to delete a song from USB memory, choose "Ext Memory." If you want to delete a song from floppy disk, choose "Disk."

- Press the Value [-] [+] buttons to select the performance data that you wish to delete.



**4. Press the [Load] button and [Save] button simultaneously.**

The following message, asking you to confirm your choice, will be displayed.



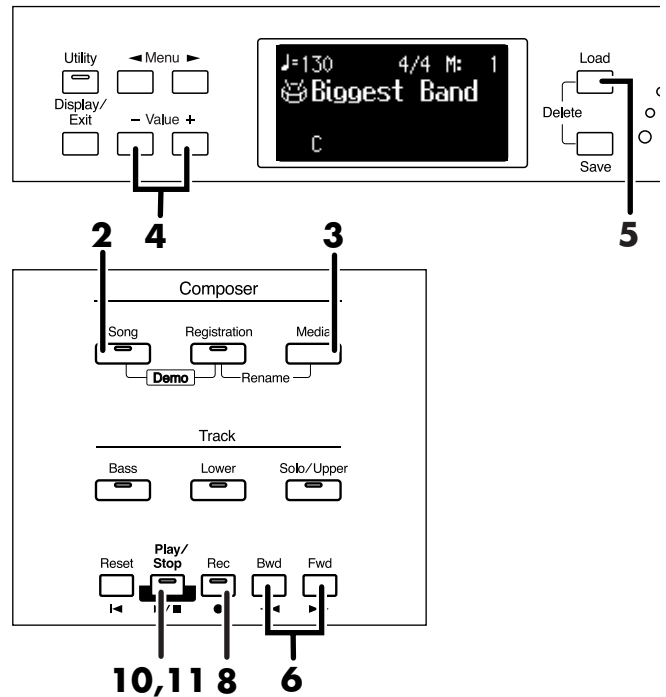
To cancel the procedure, press the [Reset] button, and you will return to the Song Select screen.

**5. If you are sure that you wish to delete the song, press the [Rec] button.**

**NOTE** Never turn off the power while the operation is in progress. Doing so will damage the ATELIER's internal memory or USB memory, making it unusable.

## Layering a New Recording onto SMF Music Files

You can load commercially available SMF music files into the ATELIER, and record your own performance on top of it. During recording, the data you've loaded will be played back, while you record your performance.



**1. Prepare the SMF music files.**

If you're using SMF music files from USB memory, connect it to the External Memory connector. If you're using SMF music files from a floppy disk, connect the floppy disk drive to the External Memory connector, and insert the floppy disk.

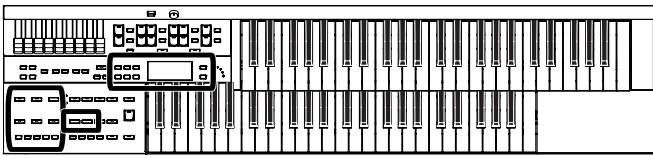
**2. Press the [Song] button (confirm that its indicator is lit).**

The Song Select screen appears.



**3. Press the [Media] button to select the media.**

If you want to play SMF music files from USB memory, choose "Ext Memory." If you want to play SMF music files from floppy disk, choose "Disk."



**4.** Press the Value [-] [+] buttons to select the SMF music files that you wish to load into internal memory.

**5.** Press the [Load] button.

The selected performance data will be loaded into internal memory.

**6.** Press the [Bwd] button or the [Fwd] button to select the desired measure (bar) when you start recording.

If you wish to start recording from the beginning of the song, press the [Reset] button.

**7.** Select the panel settings needed for recording the performance.

**8.** Press the [Rec] button to enter recording-standby mode.

The [Rec] button indicator will light, and the [Play/Stop] button and the unrecorded track buttons will blink. The track buttons that are already recorded will light.

**9.** Press the button of the track you want to record, so it's blinking.

The existing performance data in the specified track will be erased as recording takes place.

**NOTE** When the button for a track lights steadily, it means it won't be recorded.

**10.** Press the [Play/Stop] button to start recording.

During recording, the performance data that was loaded into the ATELIER will play back.

**11.** Press [Stop] button to stop recording.

The track button for which performance data has been recorded will be lit.



The performance data you recorded can be saved on a USB memory, "Favorites," or floppy disk (p. 89).

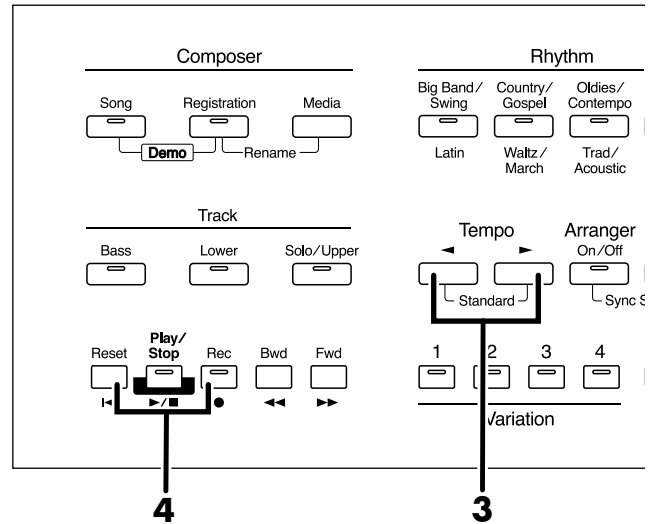


Commercially sold music files can also be loaded into the ATELIER, but for reasons of copyright protection, cannot be saved in SMF format.



The performances of Channel 2 in SMF music files are deleted when pedal performances are recorded over again.

## Using Song with a Different Tempo Than That of the Performance Song



**1.** Prepare the performance data whose tempo you want to change.

If you're using performance data from USB memory, connect it to the External Memory connector.

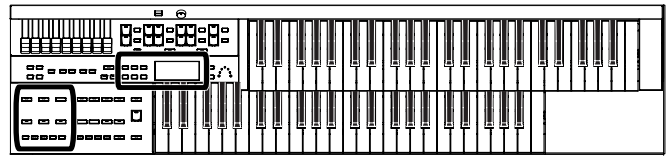
If you're using performance data from a floppy disk, connect the floppy disk drive to the External Memory connector, and insert the floppy disk.

**2.** Load the performance data into the ATELIER (p. 90).

**3.** Determine the tempo with the Tempo [◀] [▶] buttons.

**4.** Hold down the panel [Reset] button and press the [Rec] button.

The tempo of the performance data will change.



## Copying Performance Song

Performance songs and SMF music files from USB memory or floppy disk can be copied to "Favorites" (User memory). If a performance song saved in USB memory or on a floppy disk is stored in "Favorites," the stored performance song will not disappear even when you turn off the power. It is convenient to load frequently-used performance song into "Favorites."

Performance songs saved in "Favorites" can also be copied to USB memory or floppy disk.

### Copying Performance Songs from USB Memory to "Favorites"

1. Connecting the USB memory to the External Memory connector.

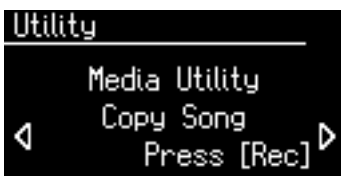


If you want to copy performance song from floppy disk, connect the floppy disk drive to the External Memory connector.

2. Press the [Utility] button.
3. Press the Menu [◀][▶] buttons a number of times to select "Media Utility."



4. Press the [Rec] button.
5. Press the Menu [◀][▶] buttons a number of times to select "Copy Song."



6. Press the [Rec] button.
7. Press the [Media] button to select the media (the location of the performance song you want to copy).

If you want to copy a performance song from USB memory, select "Ext Memory."  
If you want to copy a performance song from floppy disk, select "Disk."

8. Press the Value [-] [+] buttons to select the performance song you want to copy.

9. Press the [Rec] button.

10. Press the Value [-] [+] buttons to select the copy-destination number.

Numbers for which a song name is shown already have a song saved to them.

11. Press the [Rec] button to copy the song.

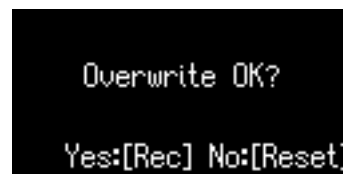
The copying of the song to "Favorites" begins.

Once the song has been accommodated in memory, the Media Utility screen reappears.



Never remove the USB memory or turn off the power while the performance song is being copied from USB memory into the ATELIER. If you do so, the performance song will not be loaded into the ATELIER, and malfunctions could result.

If you select a number in which a song is already saved, a screen like the following appears.



If you want to delete the previously saved song and overwrite it with the song you're newly saving, press the [Rec] button.

If you don't want to delete the previously saved song, press the [Reset] button, then select a number at which no song has been saved, and copy the song to that number.

### Copying Performance Songs from "Favorites" to USB Memory

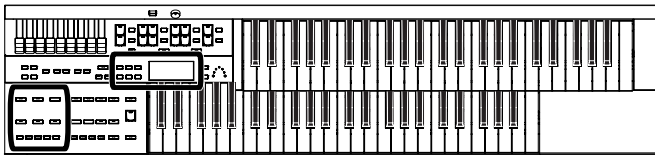
You can copy performance song from "Favorites" to USB memory.

To do so, press the [Media] button in step 7 to choose "Favorites." you'll be copying performance song from "Favorites" to USB memory.



The rest of the procedure is the same as when copying performance song from USB memory to "Favorites."





## Enjoying VIMA TUNES Songs

### Listening to a VIMA TUNES Song

You can connect a CD drive (commercially available) and play back CD-ROM produced for VIMA TUNES (sold separately). While playing a VIMA TUNES song, you can play along using recommended tones.

### VIMA TUNES

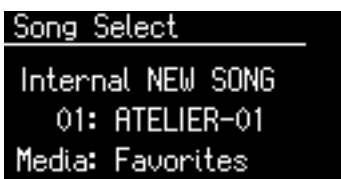
VIMA TUNES is a Roland specification for music files that contains image and lyric data, allowing you to enjoy songs with lyrics and images simultaneously. When data bearing the "VIMA TUNES" logo is played back on a device that bears the same logo, lyrics can be shown on the screen of a connected external display or television, letting you enjoy karaoke or watch a slide show.

**NOTE** This instrument (AT-75) is not able to play back VIMA TUNES images.

**1. Connect a commercially available CD drive to the External Memory connector, and insert the VIMA TUNES CD-ROM into the CD drive.**

**2. Press the [Song] button (confirm that its indicator is lit).**

The Song Select screen appears.



- 3. Press the [Media] button to select "CD."**
- 4. Press the Value [-] [+] buttons to select the song you want to play.**
- 5. Press the [Play/Stop] button to start playback.**
- 6. Press the [Play/Stop] button to stop playing back the song.**

### Performing with Sounds that Match the Song (Recommended Tones)

When playing along on the keyboard while listening to a CD-ROM made for the VIMA (VIMA TUNES), this function lets you play on Upper keyboard using instrumental sounds that are appropriate for the atmosphere of the selected song.

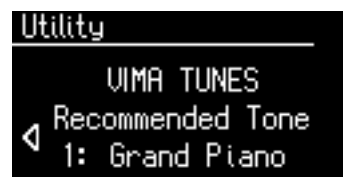
If you select a song from a CD-ROM created for VIMA (VIMA TUNES), three recommended tones will automatically be selected in the VIMA TUNES screen. You can use these three sounds to perform sounds that will match the character of that song.

When you want to select a song from a CD-ROM made for the VIMA (VIMA TUNES), insert the CD-ROM into the CD drive.

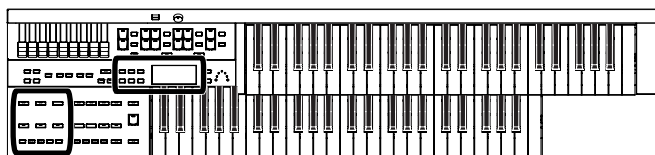
- 1. Select the song of VIMA CD-ROM.**
- 2. Press the [Utility] button.**
- 3. Press the Menu [◀][▶] buttons a number of times to select "VIMA TUNES."**



- 4. Press the [Rec] button.**
- 5. Press the Menu [◀][▶] buttons a number of times to select "Recommended Tone."**



- 6. Press the Value [-] [+] buttons to select a tone.**
- 7. Press the [Utility] button to return to the basic screen.**
- 8. Press the [Play/Stop] button to start playing back the song.**
- 9. Play along with the song.**  
The tones you play will be suitable for the character of the song.
- 10. Press the [Play/Stop] button to stop playing back the song.**



## Listening to Songs from Music CD

You can connect a commercially available CD drive to the ATELIER and use it to play music CDs. This lets you perform or sing along with the backing of a music CD.

**NOTE** You can't copy music CD songs to "Favorites."

**NOTE** It will take a certain amount of time until a music CD can be selected.

1. Connect a commercially available CD drive to the External Memory connector, and insert the music CD into the CD drive.
2. Press the [Song] button (confirm that its indicator is lit).  
The Song Select screen appears.



3. Press the [Media] button to select "CD."
4. Press the Value [-] [+] buttons to select the song you want to play.
5. Press the [Play/Stop] button to start playback.
6. To stop playback, press the [Play/Stop] button.

**MEMO** You can press [Bwd] button or [Fwd] button to rewind or fast-forward the playback.

## Enjoying Karaoke with a Music CD (Center Cancel)

You can minimize the vocal sounds of a commercially available music CD, and sing the vocal part yourself. This is a convenient way to enjoy karaoke or practice soloing with a favorite music CD.

**NOTE** For some songs, the vocal sound may not be eliminated completely.

1. Connect a commercially available CD drive to the External Memory connector.
2. Insert the music CD you want to use into the CD drive, and select the song you want to sing (p. 96).
3. Press the [Utility] button.
4. Press the Menu [◀] [▶] buttons a number of times to select "VIMA TUNES."



5. Press the [Rec] button.
6. Press the Menu [◀] [▶] buttons a number of times to select "Melody."



7. Press the Value [-] [+] buttons to select "MUTE/C.CANCEL."

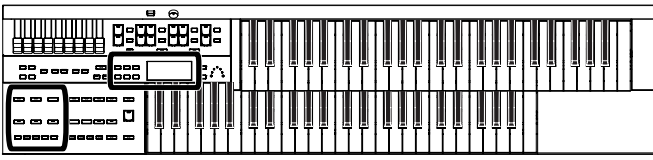


The Center Cancel function is active.

8. Press the [Play/Stop] button to start playing back the song.

When you play back the song, the sound of the melody or vocal will be minimized.

This lets you perform the melody portion yourself.



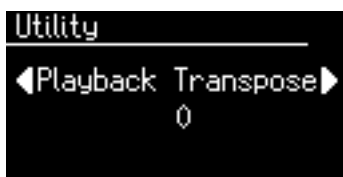
## Transposing the Song to a Comfortable Key for Singing

You can transpose the song to a key that is more comfortable for you to sing.

If you or someone else will be singing along with a song, you can change the key of the song so it's appropriate for the singer's range.

**MEMO** If you select a different song, the playback transpose settings will return to their factory-set state.

1. Connect a commercially available CD drive to the External Memory connector.
2. Insert the music CD you want to use into the CD drive, and select the song you want to sing (p. 96).
3. Press the [Utility] button.
4. Press the Menu [◀] [▶] buttons a number of times to select "Playback Transpose."



5. Each time you press the Value [-] [+] buttons, the key is changed by one semitone.

Value [-] button to lower the key, or Value [+] button to raise the key.

This can be set in a range of -6-0-+5 (semitone steps).

**MEMO** If you press the Value [-] [+] buttons to select "0," Key Control will be turned off.

6. Press the [Play/Stop] button to start playing back the song.

# Various Other Settings

## Folder Settings

### Creating a Folder in USB Memory or User Memory

You can create folders in a connected USB memory device or in User memory.

If you want to create a folder in USB memory, connect the USB memory to the External Memory connector.

#### About folders

The ATELIER lets you create up to 99 Registration sets or songs. If you create a folder, you'll be able to save up to 99 sets in each folder.

You can create as many folders as you wish, limited only by the capacity of the media.

It's a good idea to save the Registrations in a folder for each song.

1. Press the [Utility] button.
2. Press the Menu [◀][▶] buttons a number of times to select "Media Utility."



3. Press the [Rec] button.
4. Press the Menu [◀][▶] buttons a number of times to select "Create Folder."



5. Press the [Rec] button.
6. Press the [Media] button to select the media.  
Choose "Favorites" if you want to create a folder in User memory, or "Ext Memory" if you want to create a folder in USB memory.
7. Press the [Rec] button.

8. Assign a name to the folder.  
Rename the folder as described in "Changing the Name of a Folder" (p. 98).

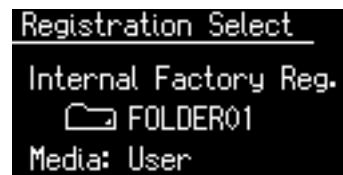


9. To confirm the new name, simultaneously press the [Registration] and [Media] buttons once again.  
The name will be assigned to the newly created folder.

## Changing the Name of a Folder

Here's how to rename a folder.

1. Press the [Registration] button.
2. In the Registration Select screen, select the folder that you want to rename.



3. Press the [Registration] and [Media] buttons simultaneously.



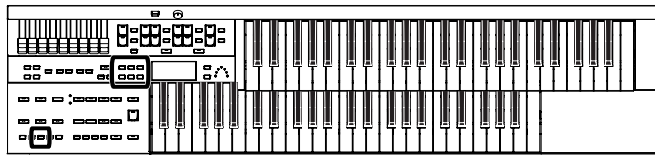
4. Press the Menu [◀][▶] buttons to move the cursor, and press the Value [-][+] buttons to select a character.

The following characters can be selected when changing a name:

\_ A B C D E F G H I J K L M N O P Q R S T U V W X Y Z 0  
1 2 3 4 5 6 7 8 9

Press the [Reset] button.	Delete a character.
Press the [Rec] button.	Inserts the letter "A."

5. To confirm the new name, simultaneously press the [Registration] and [Media] buttons once again.  
The new name is now inserted.



## Adjusting How the Instrument Responds

### Adjusting the Initial Touch Sensitivity (Initial Touch)

Initial Touch is a function that translates the force used in playing the keys into a directly proportional amount of volume. This adjusts the amount of the Initial Touch effect applied.

1. Press the [Utility] button.
2. Press the Menu [◀][▶] buttons a number of times to select "Initial Touch."



3. Press the Menu [◀][▶] buttons to select "Upper" or "Lower."

Keyboard
Upper, Lower

4. Press the Value [-][+] buttons to edit the value.

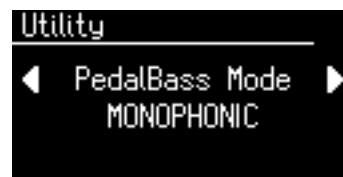
Setting	Description
1-10	Initial Touch is ON. Striking the keys more forcefully will produce correspondingly louder sounds. The change in volume when the keys are played forcefully increases as the value is increased.
OFF	Initial Touch is off. Volume remains constant regardless of how hard you play.

To return to the basic screen, press the [Utility] button.

### Changing the Pedalboard Polyphony (Pedal Bass Mode)

You can set the Bass Pedalboard to play simultaneous multiple notes or single notes only.

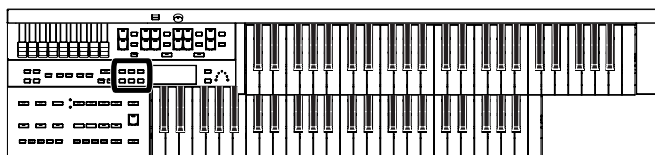
1. Press the [Utility] button.
2. Press the Menu [◀][▶] buttons a number of times to select "PedalBass Mode."



3. Press the Value [-][+] buttons to switch the Pedal Bass Mode "MONOPHONIC" or "POLYPHONIC."

Setting	Description
MONOPHONIC	Only single notes can be played.
POLYPHONIC	Multiple notes can be played.

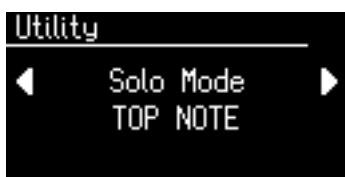
To return to the basic screen, press the [Utility] button.



## Changing How the Solo Voice Responds (Solo Mode)

You can specify how the Solo voice will respond when more than one key is pressed.

1. Press the [Utility] button.
2. Press the Menu [◀][▶] buttons a number of times to select "Solo Mode."



3. Press the Value [-] [+] buttons to change the setting for Solo Mode.

Setting	Description
TOP NOTE	The Solo voice will sound the highest note that is played for the Solo part.
LAST NOTE	The Solo voice will sound the note that was most recently played for the Solo part.
POLYPHONIC	The Solo voice will sound all notes that are played for the Solo part.

To return to the basic screen, press the [Utility] button.

## Performance Function Settings

### Changing the Function of the Expression Pedal (Exp. Source)

Specify how the Expression Pedal will function when your performance is being recorded and when ATELIER song files are being played back.

#### Function During Recording

Specify whether Expression Pedal operations will be recorded or not while your performance is being recorded.

1. Press the [Utility] button.
2. Press the Menu [◀][▶] buttons a number of times to select "Exp. Source."



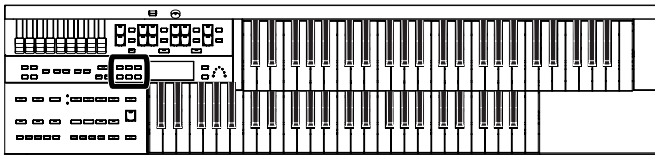
3. Press the [Rec] button.
4. Press the Menu [◀][▶] buttons a number of times to select "Recording."



5. Press the Value [-] [+] buttons to specify the pedal function.

Setting	Description
PEDAL	Expression Pedal movements will be recorded. The previous recording will be erased as new songs are recorded.
COMPOSER	Expression Pedal movements will not be recorded. The previous data will remain without being erased.

To return to the basic screen, press the [Utility] button.



## Function of the Expression Pedal During Playback

You can specify whether or not the Expression pedal will function while ATELIER song files are being played back.

1. Press the [Utility] button.
2. Press the Menu [◀] [▶] buttons a number of times to select "Exp. Source."



3. Press the [Rec] button.
4. Press the Menu [◀] [▶] buttons a number of times to select "Playback."
5. Press the Value [-] [+] buttons to specify the pedal function.



Setting	Description
<b>PEDAL+COMPOSER</b>	Expression pedal will function. Expression pedal recording within the song file will also be effective.
<b>COMPOSER</b>	Expression pedal will not function. The Expression pedal recording within the song file will be effective.
<b>PEDAL</b>	Expression pedal will function. The Expression Pedal recording within the song file will be ignored.

To return to the basic screen, press the [Utility] button.

## Rhythm Settings

### Preventing Rhythm Tempos from Switching Automatically (Auto Std Tempo)

You can prevent Rhythm tempos from switching automatically when you switch Rhythms.

1. Press the [Utility] button.
2. Press the Menu [◀] [▶] buttons a number of times to select "Auto Std Tempo" (Auto Standard Tempo).



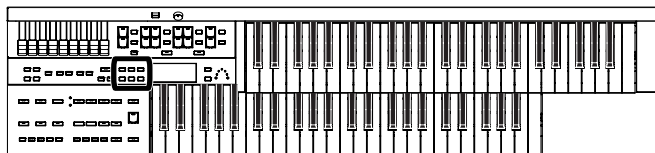
3. Press the Value [-] [+] buttons to switch the Auto Standard Tempo "ON" or "OFF."

Setting	Description
<b>ON</b>	When switching the Rhythm while the Rhythm is stopped, the tempo settings are changed automatically.
<b>OFF</b>	When switching the Rhythm while the Rhythm is stopped, the tempo settings are not changed automatically.

To return to the basic screen, press the [Utility] button.



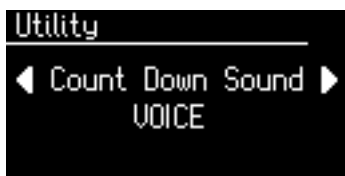
This setting remains stored in memory even while power is turned off.



## Changing the Sound of the Countdown (Count Down Sound)

You can change the sound that is used for the count played at the end of the intro with the Intro Countdown function (p. 46).

1. Press the [Utility] button.
2. Press the Menu [◀][▶] buttons a number of times to select "Count Down Sound."



3. Press the Value [-][+] buttons to select the type of sound for Intro Count Down.

Setting	Description
VOICE	Human voice count (One, two, three...)
STICK	Stick sound count

To return to the basic screen, press the [Utility] button.



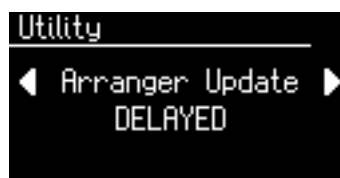
You can adjust the volume of the Count Sound, refer to "Adjusting the Metronome Volume (Metronome Volume)" (p. 105).

## Registration Settings

### Registration Arranger Update (Arranger Update)

You can specify how the settings related to Rhythm performances and Automatic Accompaniment will be recalled when you press a Registration [1]–[4] button.

1. Press the [Utility] button.
2. Press the Menu [◀][▶] buttons a number of times to select "Arranger Update."



3. Press the Value [-][+] buttons to switch between "DELAYED" and "INSTANT."

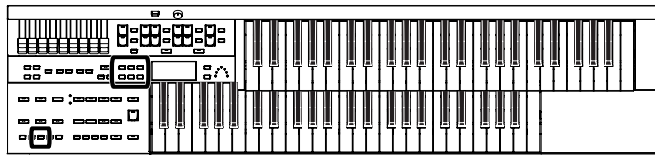
Setting	Description
DELAYED	Settings related to Rhythm performances and Automatic Accompaniment will be recalled when you hold a Registration button for several seconds. If you quickly press the Registration button, only the panel settings (voice, etc.) that are not related to Rhythm and Automatic Accompaniment will be updated.
INSTANT	Settings related to Rhythm performances and Automatic Accompaniment will be recalled the instant you press a Registration button along with all other panel settings.

To return to the basic screen, press the [Utility] button.



This setting remains stored in memory even while power is turned off.

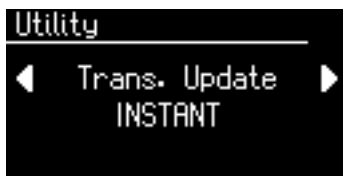




## Registration Transpose Update (Trans. Update)

You can specify how the transpose setting will be recalled when you press a Registration [1]–[4] button.

1. Press the [Utility] button.
2. Press the Menu [◀] [▶] buttons a number of times to select “Trans. Update” (Transpose Update).



3. Press the Value [-] [+] buttons to switch between “DELAYED” and “INSTANT.”

Setting	Description
DELAYED	Transpose settings will be recalled when you hold a Registration button for several seconds.
INSTANT	Transpose setting will be recalled the instant you press a Registration button along with all other panel settings.

To return to the basic screen, press the [Utility] button.



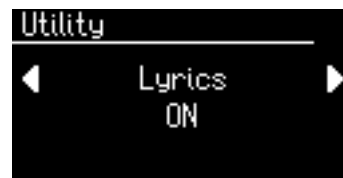
This setting remains stored in memory even while power is turned off.

## Composer Settings

### Switching the Display of Lyrics On or Off (Lyrics)

Some music files have Lyrics included and these Lyrics can be displayed on the screen. You can turn on or off the lyrics display of such music files.

1. Press the [Utility] button.
2. Press the Menu [◀] [▶] buttons a number of times to select “Lyrics.”



3. Press the Value [-] [+] buttons to switch the lyric display “ON (displayed)” or “OFF (not displayed).”

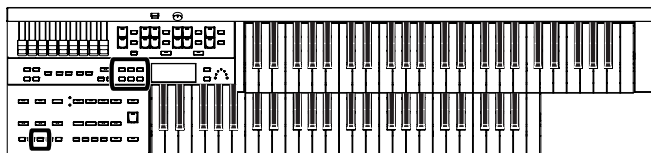
To return to the basic screen, press the [Utility] button.



If you press a voice select button while playing back music files that contains lyrics, the display screen will switch, and the lyrics will no longer be displayed. To re-display the lyrics, press the [Rec] button.



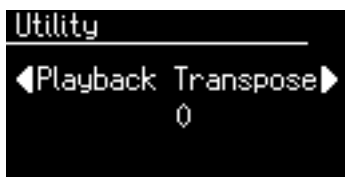
This setting remains stored in memory even while power is turned off.



## Changing the Key When Playing Back Songs (Playback Transpose)

SMF Music files or a performance that you recorded can be transposed for playback.

1. Press the [Utility] button.
2. Using the Menu [◀] [▶] buttons a number of times to select "Playback Transpose."



3. Press the Value [-] [+] buttons to select the value for transpose.  
Each press of the Value [-] [+] buttons transpose the key by a semitone.  
You can transpose the song within a range of -6 to +5 semitone.

To return to the basic screen, press the [Utility] button.

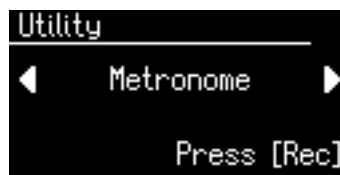


You can transpose the keyboard for performance. For details refer to "Transposing to a Different Key (Key Transpose)" (p. 68).

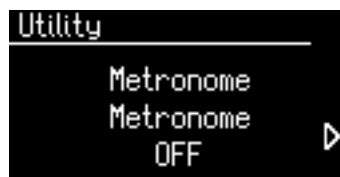
## Changing the Metronome Setting (Metronome)

This setting determines whether or not the metronome will sound.

1. Press the [Utility] button.
2. Using the Menu [◀] [▶] buttons a number of times to select "Metronome."



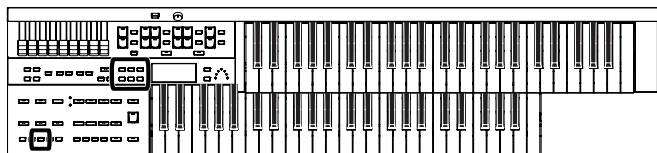
3. Press the [Rec] button.
4. Using the Menu [◀] [▶] buttons a number of times to select "Metronome."



5. Press the Value [-] [+] buttons to select OFF, REC, or ON.

Setting	Description
OFF	Not heard at all
REC	Heard only while recording
ON	Heard constantly

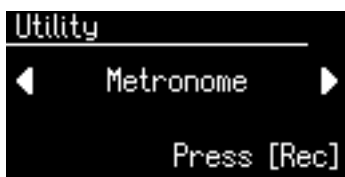
To return to the basic screen, press the [Utility] button.



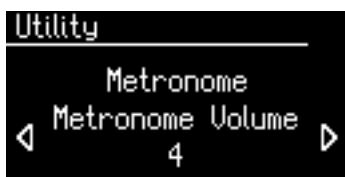
## Adjusting the Metronome Volume (Metronome Volume)

You can adjust the volume of the metronome.

1. Press the [Utility] button.
2. Using the Menu [◀] [▶] buttons a number of times to select "Metronome."



3. Press the [Rec] button.
4. Using the Menu [◀] [▶] buttons a number of times to select "Metronome Volume."



5. Press the Value [-] [+] buttons to select the desired volume level (1–10).

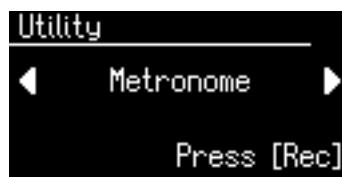
Increasing the value will raise the volume of the metronome.

To return to the basic screen, press the [Utility] button.

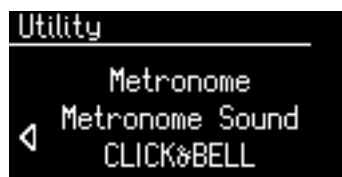
## Changing the Sound of the Metronome (Metronome Sound)

You can choose one of 4 different sounds for the metronome.

1. Press the [Utility] button.
2. Using the Menu [◀] [▶] buttons a number of times to select "Metronome."



3. Press the [Rec] button.
4. Press the Menu [◀] [▶] buttons a number of times to select "Metronome Sound."



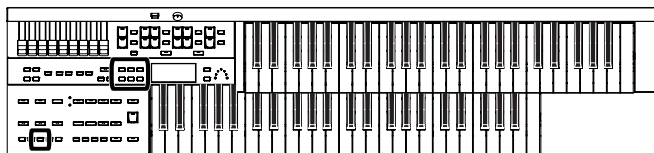
5. Press the Value [-] [+] buttons to select the type of sound for the metronome.

Setting	Description
CLICK&BELL	Conventional metronome sound
ELECTRONIC	Electronic metronome sound
VOICE ENGLISH	Human voice (English)
VOICE JAPANESE	Human voice (Japanese)

To return to the basic screen, press the [Utility] button.



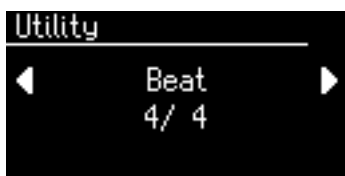
This setting remains stored in memory even while power is turned off.



### Setting the Beat (Beat)

This setting determines the beat to be used when recording performance songs.

1. Press the [Utility] button.
2. Using the Menu [◀] [▶] buttons a number of times to select "Beat."



3. Press the Value [-] [+] buttons to set the beat.

Setting
2/2, 0/4, 2/4, 3/4, 4/4, 5/4, 6/4, 7/4, 3/8, 6/8, 9/8, 12/8

To return to the basic screen, press the [Utility] button.

**NOTE** When recording your performance with playing Rhythm performances or Automatic Accompaniment, the beat is set automatically.

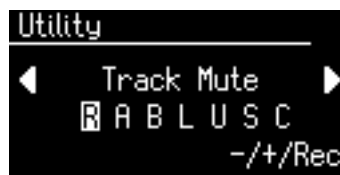
**NOTE** You cannot change the beat of previously recorded songs.

### Silencing a Specific Track (Track Mute)

You can temporarily silence sound of a specific track. This is referred to as "Track Mute."

1. Press the [Utility] button.
2. Using the Menu [◀] [▶] buttons a number of times to select "Track Mute."
3. Press the Value [-] [+] buttons to select the track that you wish to mute.

From the left, these are "R (Rhythm), A (Accompaniment), B (Bass), L (Lower), U (Upper), S (Solo) and C (Control)."

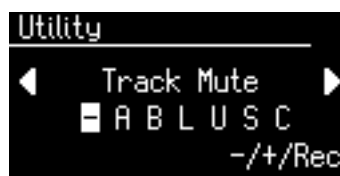


#### What is a Track?

The ATELIER's Composer features seven tracks. The following types of performance are recorded to the tracks.

Track	Description
R (Rhythm)	Rhythm performances, Drums/SFX
A (Accomp)	Automatic Accompaniment (except Bass)
B (Bass)	Pedal Bass voice, Bass part of the Automatic Accompaniment
L (Lower)	Lower voice
U (Upper)	Upper voice
S (Solo)	Solo voice
C (Control)	Panel operations, Expression Pedal operations

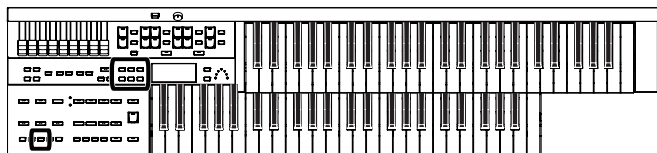
4. Press the [Rec] button.



The character changes to "-", indicating that the track is muted.

5. Once again press the [Rec] button, and muting will be canceled.

To return to the basic screen, press the [Utility] button.



### Assigning Commercial SMF Music Files to the Tracks

Track	Channel
R (Rhythm)	10
A (Accomp)	5, 6, 7, 8, 9, 11, 12, 13, 14, 15, 16
B (Bass)	2
L (Lower)	3
U (Upper)	4
S (Solo)	1

During recording, the control track will store the operations as follows.

#### Panel Operations (Voice selections, Tempo changes, Rotary fast/slow etc.)

Newly recorded performance data will be added without erasing the previously recorded data.

If you wish to record new performance data, erase all the recorded data (p. 87).

#### Expression Pedal Operations

The way in which expression operations are recorded will depend on the setting of the “Exp. Source” item “Recording” in the Utility menu.

<b>PEDAL</b>	Expression pedal operations will be recorded. If expression data has already been recorded, the previously recorded data will be erased as the new data is recorded.
<b>COMPOSER</b>	Expression pedal operations will not be recorded. If expression data has already been recorded, the previously recorded data will remain without being erased.



For details refer to “Changing the Function of the Expression Pedal (Exp. Source)” (p. 100).

### Muting Individual Channels of Performance Data (Channel Mute)

You can mute (silence) individual channels of performance data of SMF music files (commercially available).

1. Press the [Utility] button.
2. Press the Menu [◀][▶] buttons a number of times to select “Channel Mute.”
3. Press the Value [-][+] buttons to select the channel that you wish to mute.

From the left, these are “1 Ch. (channel 1), 2 Ch. ... 15 Ch., and 16 Ch.”



4. Press the [Rec] button.



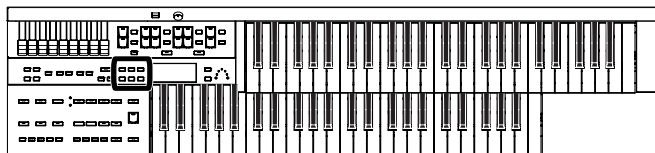
The number will change to “-,” indicating that the corresponding channel has been muted.

5. Once again press the [Rec] button, and muting will be canceled.

To return to the basic screen, press the [Utility] button.



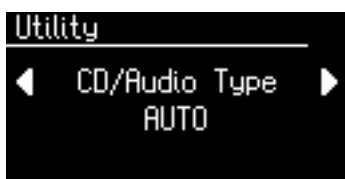
Channel mute will be defeated when you select different performance data.



## Setting the Type of CD To Be Played Back (CD/Audio Type)

The ATELIER may be unable to correctly recognize the type of CD being used. In such instances, you can specify the type of CD manually.

1. Press the [Utility] button.
2. Press the Menu [◀][▶] buttons a number of times to select "CD/Audio Type."



3. Press the Value [-] [+] buttons to change the setting.

Setting	Description
Auto	The CD type is detected automatically.
Type A	General CDs for Player Piano contain audio and MIDI data, and the data format may vary from one CD to the next. If the CD's data format does not match the ATELIER's settings, a "beep" will sound.
Type B	
STEREO	Commercial Audio CD (CDs other than those designed for use with the piano player piano)

To return to the basic screen, press the [Utility] button.

**NOTE** Note that certain commercially available CDs cannot be played back on the ATELIER.

## Adjusting the Timing of a Player Piano CD's Piano Sound and Accompaniment (CD/Audio Sync)

With some player piano CDs, the piano and accompaniment sounds may not be synchronized properly. In such instances, you can adjust the timing of the piano sounds so that they are in time with the accompaniment.

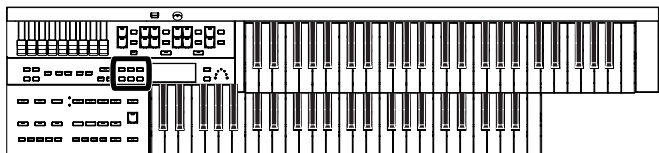
1. Press the [Utility] button.
2. Press the Menu [◀][▶] buttons a number of times to select "CD/Audio Sync."



3. Press the Value [-] [+] buttons to change the setting.

Setting
1-100

To return to the basic screen, press the [Utility] button.



## Other Settings

### Adjust the Standard Pitch (Master Tune)

The standard pitch of an instrument is generally considered as the pitch of the middle A note. The “Master Tune” parameter lets you adjust this standard pitch to match the pitch of any other instruments that are playing together with the ATELIER.

1. Press the [Utility] button.
2. Press the Menu [◀] [▶] buttons a number of times to select “Master Tune.”



3. Press the Value [-] [+] buttons to adjust the basic pitch.

Setting
415.3Hz–466.2Hz (0.1 Hz units)

To return to the basic screen, press the [Utility] button.

**MEMO** By pressing the Value [+] [-] buttons simultaneously, you can restore the default setting (440.0 Hz).

**MEMO** This setting remains stored in memory even while power is turned off.

### Specifying Transmission of PC Numbers (Send PC Switch)

Transmission of PC (Program Change) numbers can be switched ON/OFF.

1. Press the [Utility] button.
2. Press the Menu [◀] [▶] buttons a number of times to select “MIDI.”



3. Press the [Rec] button.
4. Press the Menu [◀] [▶] buttons a number of times to select “Send PC Switch.”

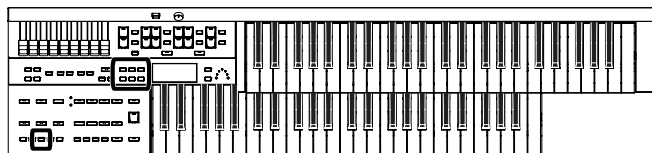


5. Press the Value [-] [+] buttons to switch the Send PC Switch “ON” or “OFF.”

Setting	Description
ON	PC numbers are transmitted.
OFF	PC numbers are not transmitted.

To return to the basic screen, press the [Utility] button.

**MEMO** This setting remains stored in memory even while power is turned off.



## Setting PC Numbers (PC Number)

You can specify the Program Change number that will be transmitted from MIDI Out connector when a Registration is selected.

1. Press the [Utility] button.
2. Press the Menu [◀][▶] buttons a number of times to select "MIDI."



3. Press the [Rec] button.
4. Press the Menu [◀][▶] buttons a number of times to select "PC Number."



5. Press the Menu [◀][▶] buttons to select "Bank MSB," "Bank LSB," "PC Num."
6. Press the Value [-] [+] buttons to change the setting.

Menu	Setting
Bank MSB (Bank Select MSB)	0–127
Bank LSB (Bank Select LSB)	0–127
PC Num (PC Number)	1–128

To return to the basic screen, press the [Utility] button.

## MIDI IN Mode

This instrument contains two sound generators: one for SMF data playback and one for keyboard performance. Normally, data received at the MIDI In connector will control only the sound generator for SMF data playback. However by changing the MIDI IN Mode setting, you can also control the keyboard sound generator from MIDI In connector.

1. Press the [Utility] button.
2. Press the Menu [◀][▶] buttons a number of times to select "MIDI."



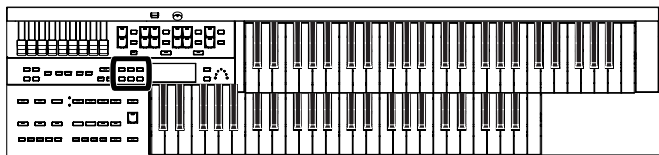
3. Press the [Rec] button.
4. Press the Menu [◀][▶] buttons a number of times to select "MIDI IN Mode."



5. Press the Value [-] [+] buttons to change the setting for MIDI IN Mode.

Setting	Description
MODE 1	Control the instrument as a GS sound generator.
MODE 2	Channels 5 through 10 and Channels 12, 14, 15 are transmitted to the GS sound generator, and all other channels are transmitted to the keyboard sound generator.





Ch	MODE 1	MODE 2
1	GS	Solo
2	GS	Pedal/GS *
3	GS	Lower
4	GS	Upper
5-10	GS	GS
11	GS	Drums/SFX
12	GS	GS
13	GS	Nothing
14-15	GS	GS
16	GS	Control

\* When the pedal part button is ON, data received at the MIDI In connector will control the pedal part of keyboard sound generator.  
When the pedal part button is OFF, data received at the MIDI In connector will control the GS sound generator.

**MEMO** There are limitations on the types of MIDI messages that can be received by the keyboard sound generator.

**MEMO** This setting remains stored in memory even while power is turned off.

To return to the basic screen, press the [Utility] button.

## Selecting the MIDI Transmit Channel (TxMIDI Channel)

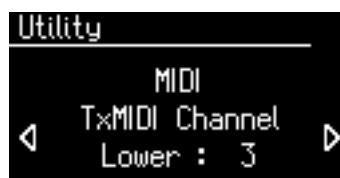
When you use the MIDI connectors of the ATELIER to transmit musical data to external devices, for each keyboard (Upper, Lower, and Pedal) you can specify the channel on which your playing will be transmitted as MIDI messages. You can modify these Tx (Transmit) MIDI settings as needed.

**MEMO** For details refer to "Connecting MIDI Devices" (p. 118).

1. Press the [Utility] button.
2. Press the Menu [◀][▶] buttons a number of times to select "MIDI."



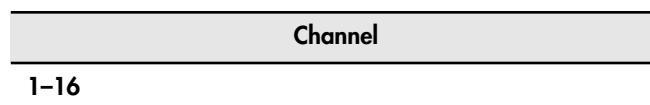
3. Press the [Rec] button.
4. Press the Menu [◀][▶] buttons a number of times to select "TxMIDI Channel."



5. Press the Menu [◀][▶] buttons to select a part.

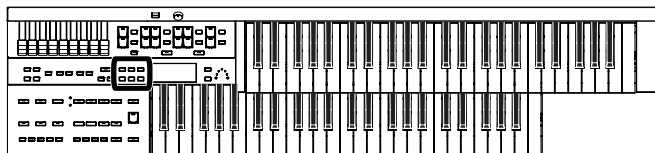


6. Press the Value [-][+] buttons to select the MIDI transmission channel.



To return to the basic screen, press the [Utility] button.

**MEMO** The Control part transmits expression pedal data and PC numbers.



## Using the V-LINK function (V-LINK)

Connecting the ATELIER to a V-LINK compatible image device allows you to control the images with the ATELIER.

### What is the V-LINK?

V-LINK ( **V-LINK** ) is a function that allows music and images to be performed together. By using MIDI to connect two or more V-LINK compatible devices, you can easily enjoy a wide range of visual effects that are linked to the expressive elements of a music performance.

### How to Use the V-LINK

1. Press the [Utility] button.
2. Press the Menu [ ◀ ] [ ▶ ] buttons a number of times to select "V-LINK."



3. Press the Value [-] [+] buttons to select the setting.

Setting	Description
OFF	The V-LINK function is switched off.
MODE 1	The V-LINK function is switched on. You can now control the video images using the Registration buttons.
MODE 2	The V-LINK function is switched on. You can now control the video images using the twelve rightmost keys of the lower keyboard and Registration buttons. No sound is produced when you press any of the twelve keys at the right end of the keyboard.

To return to the basic screen, press the [Utility] button.

The V-LINK function is turned on, and the V-LINK icon appears in the basic screen.



The Send PC Switch settings is automatically switched to ON when V-LINK is on (MODE 1, MODE 2). When the V-LINK function is switched off, the Send PC Switch setting reverts to the setting in effect before V-LINK was switched on.



#### When V-LINK is set to "MODE 1"

When a Registration button is pressed, "Bank Select" and "Program Change Number" messages are transmitted from the MIDI Out connector as video control messages. At this time, the Control MIDI transmit channel setting is disregarded, and the messages are transmitted via Channel 16.

#### When V-LINK is set to "MODE 2"

In addition to the functions of "MODE 1," MODE 2 also sets the device to transmit "Note messages" as video control messages from the MIDI Out connector when one of the twelve rightmost keys in the Lower keyboard is pressed.

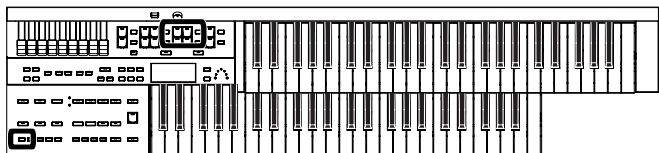
In this case, the Lower and Upper MIDI transmit channel settings are disregarded, and the messages are transmitted via Channel 16.



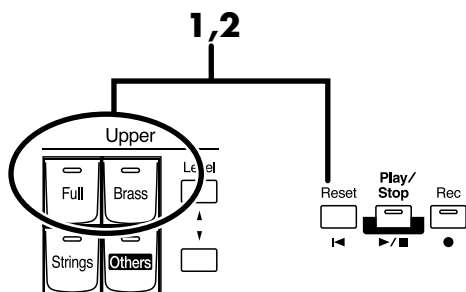
The MIDI transmit channel used for video control messages is fixed at channel 16.



For more on switching video images, refer to the owner's manual for the connected device.



You can also use the following procedure to turn the V-LINK function on.

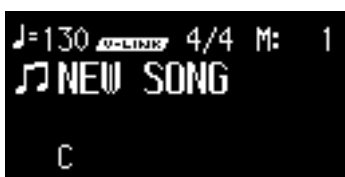


**1. Hold down the [Reset] button and press either the Upper [Full] button or the Upper [Brass] button.**

Holding down the [Reset] button and pressing the Upper [Full] button switches the instrument to "MODE 1" (p. 112). Holding down the [Reset] button and pressing the Upper [Brass] button switches the instrument to "MODE 2" (p. 112). The display changes as shown below, and the ATELIER switches to Image Control mode.

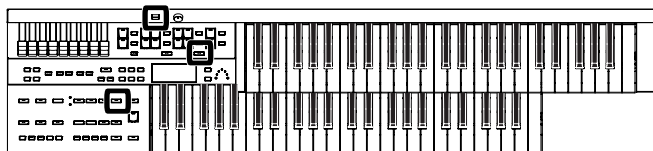


The V-LINK function is turned on, and the V-LINK icon appears in the basic screen.



**2. To cancel the V-LINK function, once again hold down the [Reset] button and press either the Upper [Full] button or the Upper [Brass] button.**

If set to "MODE 1" (p. 112), holding down the [Reset] button and pressing the Upper [Full] button switches the V-LINK function off. If set to "MODE 2" (p. 112), holding down the [Reset] button and pressing the Upper [Brass] button switches the V-LINK function off.



## Restoring the User Memory to the Original Factory Settings (User Memory Reset)

You can restore the User memory to their original factory settings.

This function is called "User Memory Reset."

### What is User Memory?

"User Memory" refers to an area inside the instrument where you can store the Registration you create and the performances you record. Registration and SMF music files saved on USB memory can also be copied to User memory. User memory is quite useful, since anything you place there will be retained even while the power is turned off. The following things are stored in User memory:

- Songs you've registered in "Favorites"
- Rhythms
- Registration sets

1. Turn down the volume to the minimum level, then turn off the power.
2. While holding down the Rhythm [Ballad/User] button, press the [Power On] switch to turn the power on.



**NOTE** Do not turn off the power while the following screen is displayed.



The User memory will be reset to the factory-set state.



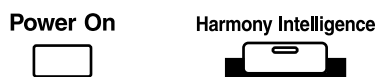
To reset all settings other than the User memory to their original factory settings, refer to "Panel Reset" (p. 114). If you want to reset all settings to their factory-set state, refer to "Factory Reset" (p. 18).

When User memory reset is completed, the basic screen is appeared.

## Restoring All Settings Other Than the User Memory to the Original Factory Settings (Panel Reset)

All settings other than the User memory can be returned to their factory settings. This function is called "Panel Reset."

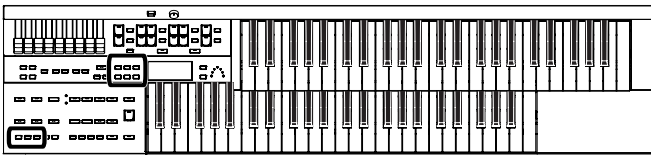
1. Turn down the volume to the minimum level, then turn off the power.
2. While holding down the [Harmony Intelligence] button, press the [Power On] switch to turn the power on.



**NOTE** Do not turn off the power while the following screen is displayed.



When panel reset is completed, the basic screen is appeared.



## Formatting a USB Memory (Format)

The process of preparing USB memory or floppy disks so that they can be used with the ATELIER is called “initialization” (formatting).

In certain cases, particularly with floppy disks, the media is formatted for a specific type of device. If the media format does not match the ATELIER’s, you will not be able to use that media with the ATELIER.

### 1. Connect the USB memory to the External Memory connector

If you want to initialize a floppy disk, connect your floppy disk drive (sold separately) to the External Memory connector, and insert the floppy disk.

### 2. Press the [Utility] button.

### 3. Press the Menu [ ◀ ] [ ▶ ] buttons a number of times to select “Media Utility.”



### 4. Press the [Rec] button.

### 5. Press the Menu [ ◀ ] [ ▶ ] buttons a number of times to select “Format Media.”



### 6. Press the [Rec] button.

The Format screen appears.



To cancel the procedure, press the [Reset] button.

### 7. Press the [Rec] button to start formatting.



To return to the basic screen, press the [Utility] button.

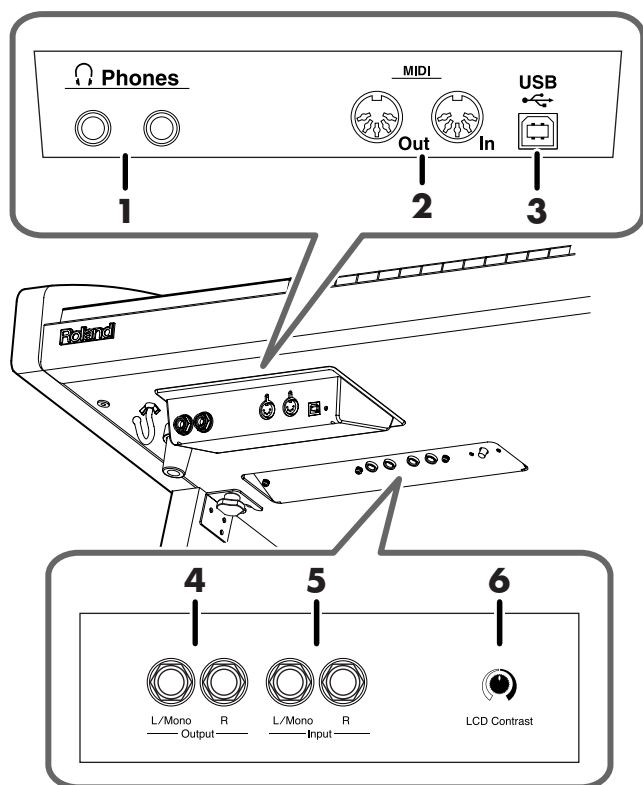
**NOTE**

Never attempt to remove the USB memory until formatting is complete.

# Connecting with External Devices

If you want to hook up an external instrument to the ATELIER, then this chapter is for you.

## Names and Functions of Jacks and Connectors



### 1. Phones Jacks → p. 17

Connect headphones here.

### 2. MIDI Out/In Connectors → p. 118

You can connect external MIDI devices to the ATELIER and exchange performance data between them.

### 3. USB Connector → p. 117

Used for connecting a computer to the ATELIER using a USB cable.

### 4. Output L/Mono, R Jacks

These jacks can be connected to your audio system to enjoy more powerful sound.

### 5. Input L/Mono, R Jacks

Using these jacks, you can connect other sound generating devices or audio equipment and play sounds from other devices through the ATELIER's speaker.

### 6. LCD Contrast Knob → p. 18

Turn this knob to adjust the brightness of the display.

## Connecting Audio Equipment

### Output Jacks

You can connect audio equipment using audio cables (sold separately) and play the sounds from the ATELIER through the speakers on the connected equipment or record your performances on a recording device.

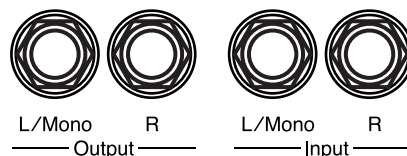
If the output of the connected device is monaural, you must use the L (Mono) jack.

Use an audio cable to connect the input jack on the audio set or amp mixer to one of the output jacks on the ATELIER. Use an audio cable with a standard plug. When purchasing an audio cable, please consult the vendor where you bought the ATELIER.

### Input Jacks

You can connect another sound module, such as audio equipment or an electronic instrument using audio cables (sold separately) and play the sounds from the connected device through the speakers on the ATELIER.

If the input of the connected device is monaural, you must use the L (Mono) jack.



## Making the Connections

**NOTE** To prevent malfunction and/or damage to speakers or other devices, always turn down the volume, and turn off the power on all devices before making any connections.

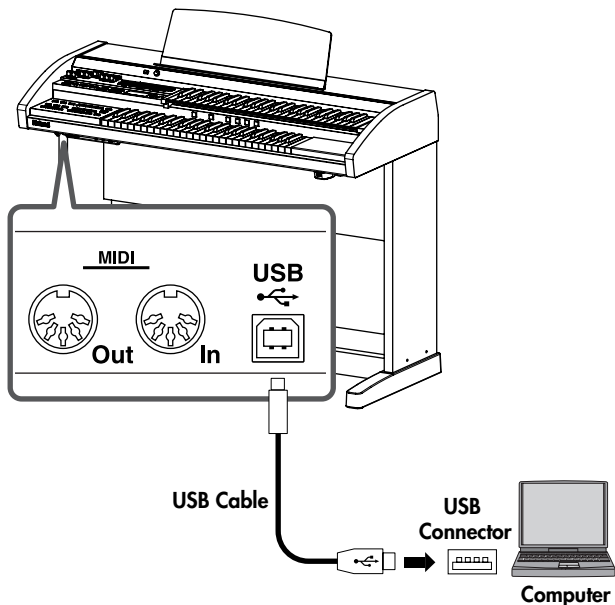
1. Turn down the volume all the way on all equipment.
  2. Turn off the power to the ATELIER and other connected equipment.
  3. Connect the ATELIER and other equipment with audio cables (sold separately).
  4. Turn on the connected equipment.
  5. Turn on the ATELIER.
  6. Adjust the volume.
- After use, follow the steps below to switch off the power.
1. Turn down the volume all the way on all equipment.
  2. Turn off the ATELIER.
  3. Turn off the connected equipment.

## Connecting a Computer

The following become possible once you connect a USB cable (available separately) between the USB connector located to the lower left of the ATELIER and the USB connector of your computer.

- You can use the ATELIER to play sounds from SMF music files played back with MIDI software.
- By exchanging MIDI data with sequencer software, you can save songs recorded with the ATELIER to your computer, and enjoy a variety of musical control and editing features.

Connect the ATELIER to your computer as shown below.



\* Refer to the Roland website for system requirements.  
Roland website: <http://www.roland.com/>

## If connection to your computer is unsuccessful...

Normally, you don't need to install a driver in order to connect the ATELIER to your computer. However, if some problem occurs, or if the performance is poor, using the Roland original driver may solve the problem.

Specify the USB driver you want to use, and then install the driver.

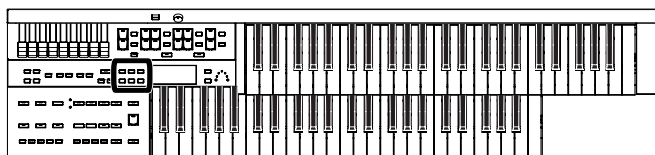
For details on downloading and installing the Roland original driver, refer to the Roland website.

Roland website: <http://www.roland.com/>

Specify the USB driver you want to use, and then install the driver.

### Caution

- To prevent malfunction and/or damage to speakers or other devices, always turn down the volume, and turn off the power on all devices before making any connections.
- Only MIDI data can be transmitted using USB.
- USB cables are not included. Consult your Roland dealer if you need to purchase.
- Turn on the power to the ATELIER before starting up MIDI applications on the computer. Do not turn the ATELIER on or off while any MIDI application is running.



## Making the Settings for the USB Driver

1. Press the [Utility] button.
2. Press the Menu [◀] [▶] buttons a number of times to select "USB Driver."



3. Press the Value [-] [+] buttons to select "GENERIC" or "ORIGINAL."

Setting	Description
GENERIC	Choose this if you want to use the standard USB driver that was included with your computer. Normally, you should use this mode.
ORIGINAL	Choose this if you want to use a USB driver downloaded from the Roland website.

4. Turn the ATELIER's volume to the minimum level, switch off the power, then turn it back on again.



This setting remains stored in memory even while power is turned off.

## Connecting MIDI Devices

By connecting an external MIDI device and exchanging performance data, you can control the performances on one device from the other. For instance, you can output sound from the other instrument or switch voice on the other instrument.

### What's MIDI?

MIDI, short for "Musical Instrument Digital Interface," was developed as a standard for the exchange of performance data between electronic instruments and computers.

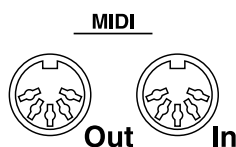
The ATELIER is equipped with MIDI connectors to let it exchange performance data with external devices. These connectors can be used to connect the ATELIER to an external device for even greater versatility.

### About MIDI Connectors

The ATELIER has two kinds of MIDI connectors.

Connecting these to the MIDI connectors on a MIDI instrument makes it possible for the two instruments to control each other. For instance, you can output sound from the other instrument or switch tones on the other instrument.

You should also set the MIDI send channel as needed (p. 111).



#### MIDI Out Connector

Connect the external MIDI device to the MIDI IN connector with an optional MIDI cable. The notes played on the keyboard, movements of the Expression data, indicating that a Registration button [1]–[4], etc., was pressed will be transmitted to the external MIDI connector.

#### MIDI In Connector

Connect the external MIDI device to the MIDI out connector with an optional MIDI cable. Performance messages from an external MIDI device are received here.

These incoming messages may instruct the receiving MIDI instrument to play sounds or switch voices.

The ATELIER contains two sound generators: one sound generator for its own keyboards and one GM2/GS sound generator (p. 129). Normally, musical data transmitted from an external device to the MIDI In connector is sent to the GM2/GS sound generator, but you can also set the "MIDI IN Mode" parameter (p. 110) so that the keyboard sound generator is controlled.



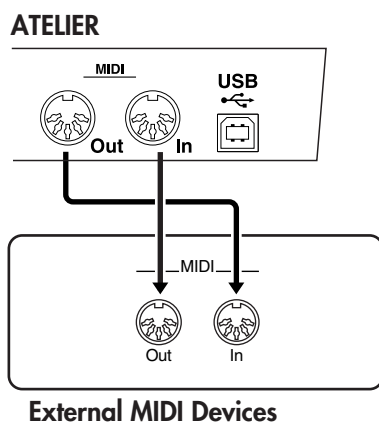
## Making the Connections

**NOTE**

To prevent malfunction and/or damage to speakers or other devices, always turn down the volume, and turn off the power on all devices before making any connections.

- 1.** Turn the volume all the way down on the ATELIER and on the device you're about to connect.
- 2.** Switch off the power to the ATELIER and the device you're about to connect.
- 3.** Use a MIDI cable (sold separately) to connect the MIDI connectors to each other.
- 4.** Switch on the power to the ATELIER and the connected device.
- 5.** Adjust the volume level on the ATELIER and the connected device.
- 6.** You should also set the MIDI send channel as needed (p. 111).

### Connection Example: Connecting the MIDI Device



# Troubleshooting

If the ATELIER does not function in the way you expect, first check the following chart. If this does not resolve the problem, consult your dealer or a nearest Roland Service Center, or an authorized Roland distributor, as listed on the “Information” page.

## Power does not Turn On

Problem	Check	Solution	Page
When you press the [Power On] switch, the power doesn't come on	Power cord is not connected correctly.	Connect the power cord correctly.	p. 16

## Problems with the Screen Display

Problem	Check	Solution	Page
Nothing appears on screen	The ATELIER uses a liquid-crystal screen, so text may not be displayed when the ambient temperature is below freezing.	This is not a malfunction.	---
It appears as though there are vertical stripes in the screen	This is due to the nature of a liquid crystal display, and is not a malfunction.	This is not a malfunction.	---
Lyrics are not indicated properly in the display	With some music files, the lyrics cannot be displayed correctly.	This is not a malfunction.	---
	A button was pressed while the lyrics were being shown in the display. During the display of lyrics, you could be taken to a different screen if you press a button.	If you want to have the lyrics be displayed again, Press the [Rec] button.	p. 103

## No Sound is Heard

Problem	Check	Solution	Page
No sound is heard	The [Master Volume] knob is set too low.	Turn the [Master Volume] knob toward “Max.”	p. 17
	Headphones are connected. When you connect the headphones, the sound is heard only through the headphones.	If you want sound to be output from the speakers, disconnect the headphones.	p. 17
	The plug is still plugged into the headphone jack.	Disconnect the plug from the headphone jack.	p. 17
	The volume is set too low on the Level [▲] or [▼] button.	Press the Level [▲] or [▼] button to raise the volume.	p. 34
	The volume is set too low on the Expression Pedal.	Advance the expression pedal.	p. 72
	You do not have a Voice selected.	Press a voice button to select a voice. Voices that have their button indicator lit can be played.	p. 25
No sound is heard (when external devices are connected)	The power of the connected external devices is not turned on.	Use the correct procedure to turn on the power of the connected external devices.	p. 116 – p. 119

Problem	Check	Solution	Page
<b>Lower keyboard cannot be heard</b>	Drums/SFX are selected for the Lower keyboard, but you are playing a key to which no drum sound is assigned.	Turn the Drums/SFX off or play keys to which drums sounds are assigned.	<b>p. 36</b>
	The Lower keyboard will not produce sound while an Intro or Ending is being played.	This is not a malfunction.	- - -
<b>There is no sound from the twelve keys at the right of the lower keyboard</b>	The V-LINK function is set "Mode 2." When V-LINK setting is " Mode 2," the group of twelve keys starting at the very right of the lower keyboard are used for controlling video images. Therefore, no sounds are played even when you press these keys.	Turn the V-LINK function is "OFF", or select "Mode 1" for the V-LINK function.	<b>p. 112</b>
<b>Can't hear the 1' harmonic bar</b>	Percussion [2 2/3'] button is turned on. If Percussion [2 2/3'] button is on, the sound of the 1' harmonic bar will not be heard.	This is not a malfunction.	- - -

## Problems with the Sound

Problem	Check	Solution	Page
<b>Noise is heard in the sound</b>	If there is a cell phone nearby, you may hear noise from the ATELIER when an incoming call or outgoing call occurs, or during a conversation.	Keep the cell phone as far away as possible, or turn off its power.	- - -
<b>When the human voice "Jazz Scat" is selected, playing dynamics do not change the sound</b>	"Initial Touch" is set to "OFF."	Set "Initial Touch" to "ON."	<b>p. 99</b>
<b>Rotary effect is not be applied</b>	Some sounds do not allow the rotary effect to be applied.	This is not a malfunction.	- - -
<b>When you release your fingers from keys in the Lower keyboard, the notes continue sounding</b>	The Lower Voice Hold is turned ON.	Press the Pedal [To Lower] button to turn it off (dark).	<b>p. 36</b>
<b>Some keys (of certain keyboard parts) sound strange</b>	You are playing notes outside the recommended range of the voice.	This is not a malfunction.	- - -
<b>Bass is heard even though you are not playing the Bass Pedalboard</b>	The Pedal [To Lower] button or the Bass Split function is "ON". When the Pedal [To Lower] button is on, the Bass will be sounded by the Lower keyboard.	In the Pedal part, press the Pedal [To Lower] button or Bass Split function is "OFF."	<b>p. 38 p. 40</b>
<b>When playing the same sound in the Upper keyboard and Lower keyboard, the volume is different</b>	The "Initial Touch" setting is different between the upper keyboard and lower keyboard.	Set "Initial Touch" to the same setting for both the upper keyboard and lower keyboard.	<b>p. 99</b>
<b>The sound is not played correctly</b>	If you layer the same type of sound (for example, Strings 1 and Strings 5), or play an octave-shifted organ sound, the timing at which you play a note or the phase relationship between the two sounds may affect the way in which the sounds are heard, but this is not a malfunction.	You are layering sounds of the same type (e.g., Strings 1 and Strings 5). Alternatively, you are playing an organ sound with Octave Shift. This is not a malfunction.	- - -

## Troubleshooting

Problem	Check	Solution	Page
<b>Even though you press only one key, a multiple number of notes sound</b>	Harmony Intelligence is turned ON.	Turn "Harmony Intelligence" off.	<b>p. 73</b>
	Chord Intelligence is turned ON.	Turn "Chord Intelligence" off.	<b>p. 49</b>
<b>Pitch is off</b>	Transpose is in effect.	Simultaneously press the Transpose [-] [+] buttons to cancel the transposition (the Transpose [-] [+] buttons' indicators will go out).	<b>p. 68</b>
	The tuning is incorrect.	Adjust the standard pitch.	<b>p. 109</b>
	While set for an octave shift, you are playing keys beyond the recommended range.	Adjust the Octave Shift setting.	<b>p. 35</b>
<b>Sound is distorted / crackle</b>	The Part Balance volume of each part is too high.	Press the Part Balance buttons to lower the volume.	<b>p. 34</b>
	The Reverb volume has been raised when the volume of each Part Balance button is already raised.	Either lower the Reverb volume, or adjust the Part Balance of each part.	<b>p. 34 p. 78</b>
	The [Master Volume] knob has been used to raise the overall volume excessively.	Use the [Master Volume] knob to lower the overall volume.	<b>p. 17</b>
<b>The Bass Range Sounds Odd, or There is a Vibrating Resonance</b>	<b>When listening through speakers:</b> Playing at loud volumes may cause instruments near the ATELIER to resonate. Resonance can also occur with fluorescent light tubes, glass doors, and other objects. In particular, this problem occurs more easily when the bass component is increased, and when the sound is played at higher volumes.	Use the following measures to suppress such resonance. <ul style="list-style-type: none"> <li>• Place speakers so they are 10–15 cm from walls and other surfaces.</li> <li>• Reduce the volume.</li> <li>• Move the speakers away from any resonating objects.</li> </ul>	<b>- - -</b>
	<b>When listening through headphones:</b> Here, a different cause (such as resonance produced by the ATELIER) would be suspect.	Consult your Roland dealer or nearest Roland Service Center.	<b>- - -</b>
<b>The volume level of the instrument connected to ATELIER is too low</b>	Could you be using a connection cable that contains a resistor?	Use a connection cable that does not contain a resistor.	<b>p. 116</b>
<b>Pressing the expression pedal while playing back ATELIER performance data produces a crackling noise</b>	The expression pedal function is set to "PEDAL+COMPOSER" during playback of ATELIER performance data. When this setting is used, moving the expression pedal while playing back ATELIER performance data may create a difference between the expression pedal information in the performance data and the volume as set with the expression pedal, which can result in this kind of sound being produced.	Set the expression pedal function to "PEDAL" during playback.	<b>p. 100</b>

## Registrations do not Switch Correctly

Problem	Check	Solution	Page
<b>The Rhythm or Tempo does not change when you press the Registration buttons</b>	The settings at which Registrations are recalled (Registration Arranger Update) has been set to "DELAYED."	Set the timing at which the arranger settings are called up (Registration Arranger Update) to "INSTANT."	<b>p. 58 p. 102</b>

## Rhythm or Automatic Accompaniment does not Sound Right

Problem	Check	Solution	Page
<b>Rhythm sounds odd</b>	When performance data from a device other than the ATELIER is being played together with the Automatic Accompaniment, the Rhythm performance may not be sounded correctly.	This is not a malfunction.	---
<b>The bass note of the Automatic Accompaniment does not sound</b>	When a voice is selected for the Pedal Bass part, the bass of the Automatic Accompaniment will not sound.	This is not a malfunction.	---
<b>When you started a Rhythm with an Intro, the Rhythm did not sound</b>	Some Rhythms do not have Rhythm sounds in the intro.	This is not a malfunction.	---
<b>Can't use Chord Intelligence function</b>	Chord Intelligence is at OFF.	Turn "Chord Intelligence" on.	<b>p. 49</b>
<b>Automatic Accompaniment sounds odd</b>	When Chord Intelligence is OFF, the keys for a chord were not pressed simultaneously.	Either turn on the Chord Intelligence function, or play the chord correctly.	<b>p. 49</b>
	When Chord Intelligence is OFF, the chord is not being pressed correctly.	Either turn on the Chord Intelligence function, or play the chord correctly.	<b>p. 49</b>
	When performance data from a device other than the ATELIER is being played together with the Automatic Accompaniment, the Automatic Accompaniment may not be sounded correctly.	This is not a malfunction.	---

## Song does not Play Correctly

Problem	Check	Solution	Page
<b>Performance data cannot be played back</b>	Performance data cannot be played back if you've pressed the [Utility] button to make Utility menu settings (other than Channel Mute or Track Mute).	If you wish to playback performance data, press the [Utility] button once again to exit the Utility menu	---
<b>Certain instrument is not heard while playing a song</b>	The track is muted.	Turn off track muting.	<b>p. 84 p. 106</b>

## Recording is not possible

Problem	Check	Solution	Page
Recording is not possible	If you wish to erase a previously-recorded track and then re-record, press the track button for the desired track to make that button blink before you begin recording.	Press the track button for the desired track to make that button indicator blink before you begin recording.	p. 87
	Recording is not possible if you've pressed the [Utility] button to make Utility mode settings.	If you wish to record performance data, press the [Utility] button once again to exit the Utility menu.	- - -
The recorded performance has disappeared	Any performance that has been recorded is deleted when the power to the ATELIER is turned off.	It is not possible to recover performance data that has been lost. Before you turn off the power, save the performance data in the Favorites (User memory), USB memory, or a floppy disk.	p. 89

## Problems with Playback Functions

Problem	Check	Solution	Page
Expression Pedal does not operate	The function of the Expression Pedal during recording or the function during playback has been set to "COMPOSER."	Set the expression pedal function during recording to "PEDAL," and during playback to "PEDAL" or "PEDAL+COMPOSER."	p. 100
Can't use the function assigned to the foot switch	If "Registration Shift" (change Registrations) is "RIGHT," "LEFT," or "RIGHT + Load Next," the foot switch will be dedicated to switching the Registration.	Set "Registration Shift" to "OFF."	p. 71

## Other Problems

Problem	Check	Solution	Page
Can't read/write USB memory	Could you be using USB memory not made by Roland?	We cannot guarantee operation if you're using USB memory not made by Roland.	- - -

# Error Message

Error Message	Meanings
<b>Copy Protected. Can't Save.</b>	To protect the copyright, this music file cannot be saved as SMF format.
<b>Write-Protected Media.</b>	The protect tab of the storage media is set to the Protect (write prohibit) position. Move the tab to the Write (write permit) position and try the operation again.
<b>Can't Save This Song.</b>	You can only play the music data. It cannot be saved on a storage media.
<b>Master Disk</b>	This storage media does not allow initialization or saving. Insert a different storage media and try the operation again.
<b>Read Only File.</b>	You cannot overwrite-save or delete a file on this storage media.
<b>No Media</b>	Storage media is not connected. Please connect storage media.
<b>Media Full</b>	Saving is not possible because the storage media does not have enough space. Please use other storage media that has been formatted by the ATELIER.
<b>Unknown Media</b>	This storage media cannot be used. Please format it.
<b>Media Ejected</b>	The storage media was disconnected while it was being accessed. Please try the operation again.
<b>Damaged Media</b>	A damaged area was found on the storage media.
<b>Can't Read</b>	This data cannot be read.
<b>Can't Play</b>	Playback was halted because the song could not be read fast enough. The song could not be read from the storage media fast enough for playback. Press the [Reset] button, then press the [Play/Stop] button once again.
<b>No Rhythm</b>	There is no Rhythm in User memory. The Rhythm used by the selected Registration was deleted from User memory, or its order was changed.
<b>Memory Full</b>	The song data is excessively large, and cannot be loaded. The performance data is excessively large, and cannot be loaded. The data cannot be stored in User memory since User memory is full. Recording or editing is not possible because the memory of the ATELIER is full.
<b>MIDI Buffer Full</b>	The ATELIER cannot deal with the excessive MIDI data sent from the external MIDI device. Reduce the amount of MIDI data sent to the ATELIER.
<b>Communication Error</b>	A MIDI cable or computer cable has been disconnected. Connect it properly and securely. The ATELIER is unable to handle the data that was sent. Please send data that the ATELIER is able to handle.
<b>A MIDI transmission error has occurred.</b>	Data transfer failed. Please transfer the data again.
<b>Memory Error</b>	An error occurred in internal memory. Please perform the operation again. If this indication appears even after you've repeated the operation several times, please contact Roland service.
<b>This is registration data of a type that is not supported.</b>	This instrument cannot use this Registration.
<b>The Ext Memory port was subjected to excessive current.</b>	USB memory not supported by the ATELIER was connected. This USB memory cannot be used with the ATELIER.

# Chord List

● symbol: Indicates the constituent notes of chord.

★ symbol: Chord shown with an "★" can be played by pressing just the key marked with the "★."

C	C#	D	E $\flat$	E	F
Cmaj7	C#maj7	Dmaj7	E $\flat$ maj7	Emaj7	Fmaj7
C7	C#7	D7	E $\flat$ 7	E7	F7
Cm	C#m	Dm	E $\flat$ m	Em	Fm
Cm7	C#m7	Dm7	E $\flat$ m7	Em7	Fm7
Cdim	C#dim	Ddim	E $\flat$ dim	Edim	Fdim
Cm7 $\flat$ 5	C#m7 $\flat$ 5	Dm7 $\flat$ 5	E $\flat$ m7 $\flat$ 5	Em7 $\flat$ 5	Fm7 $\flat$ 5
Caug	C#aug	Daug	E $\flat$ aug	Eaug	Faug
Csus4	C#sus4	Dsus4	E $\flat$ sus4	Esus4	Fsus4
C7sus4	C#7sus4	D7sus4	E $\flat$ 7sus4	E7sus4	F7sus4
C6	C#6	D6	E $\flat$ 6	E6	F6
Cm6	C#m6	Dm6	E $\flat$ m6	Em6	Fm6



● symbol: Indicates the constituent notes of chord.

★ symbol: Chord shown with an "★" can be played by pressing just the key marked with the "★."

F#	G	A♭	A	B♭	B
F#maj7	Gmaj7	A♭maj7	Amaj7	B♭maj7	Bmaj7
F#7	G7	A♭7	A7	B♭7	B7
F#m	Gm	A♭m	Am	B♭m	Bm
F#m7	Gm7	A♭m7	Am7	B♭m7	Bm7
F#dim	Gdim	A♭dim	Adim	B♭dim	Bdim
F#m7♭5	Gm7♭5	A♭m7♭5	Am7♭5	B♭m7♭5	Bm7♭5
F#aug	Gaug	A♭aug	Aaug	B♭aug	Baug
F#sus4	Gsus4	A♭sus4	Asus4	B♭sus4	Bsus4
F#7sus4	G7sus4	A♭7sus4	A7sus4	B♭7sus4	B7sus4
F#6	G6	A♭6	A6	B♭6	B6
F#m6	Gm6	A♭m6	Am6	B♭m6	Bm6

# Glossary

## Arrangement

This refers to changes that have been made in an original tune, by adding a new accompaniment or by changing the instruments used.

## Automatic Accompaniment

Automatic Accompaniment is Automatic Accompaniment when just a few keys in the lower section of the keyboard are pressed to specify the chord.

## Basic Chord

This refers to the most commonly used types of chord, which are generally the following six types: major chords, minor chords, minor seventh chords, minor seventh (5) chords, dominant seventh chords, and diminished seventh chords.

## Chord

Notes of two or more pitches sounded simultaneously. Chords consisting of three notes are called "triads," and are the most basic type of chord.

## Ending

This is the last part of the accompaniment. When you stop playing the Automatic Accompaniment, the ATELIER plays an Ending appropriate for the Rhythm.

## Glide

An effect that temporarily lowers the pitch and then gradually returns it to normal.

## Intro

This is the introductory portion of an Automatic Accompaniment performance. When Automatic Accompaniment begins, the ATELIER can add an appropriate intro for each Rhythm.

## Inversion

When the lowest note of a chord is the root, the chord is said to be in "root position." In contrast, forms of a chord in which other notes are the lowest pitch are called "inversions."

## Mute

To silence a sound. The ATELIER provides a Track Mute function that allows you to turn off the track button indicator of a track on which music data has been recorded, so that the corresponding track will temporarily be silenced.

## Panel Settings

Settings such as sound selections, tempo, Rotary fast/slow.

## Registration

A set of data that specifies the state of the instrument when performing, including sounds and panel settings.

## Reverb

An effect that simulates the reverberation of a room or concert hall.

## Root Note

The root note is the basis of a chord. All chords are built on a root note, which is the part of the chord name given in uppercase letters.

## Rotary

An effect which simulates the modulation given to the sound when a rotating speaker is used. The Rotary effect produces two types of modulation: fast or slow.

## Sound Generator

This is the section that produces the sound. The ATELIER series uses a sound generator that is compatible with GM2/GS.

## Split

A function which allows the keyboard to be divided into two or more areas, and a different sound assigned to each area. The point at which the keyboard is divided is called the "Split Point."

## Sustain

An effect that adds a decay to each note. The ATELIER allows sustain to be applied to the voices of the upper part, lower part, and pedal part.

## Voice

The ATELIER is able to produce the sounds of various instruments. These sounds are called "Voices."

# Music Files That the ATELIER Can Use

## What Are Music Files?

Music files contain musical information such as how long the key for a corresponding pitch is played, the force applied to the key played, and other such information. Performance data is transmitted to the ATELIER from music files saved in USB memory and CD-ROM, and played back without change as songs. This is different than an audio CD, since the music file does not contain a recording of the sound itself. This makes it possible to change tempos and keys freely, allowing you to use it in many different ways.

## Regarding Copyright

Use of the internal songs and audio files for any purpose other than private, personal enjoyment without the permission of the copyright holder is prohibited by law. Additionally, this data must not be copied, nor used in a secondary copyrighted work without the permission of the copyright holder.

Please be aware that if you create derivative works that are based on existing copyrighted material, such as commercially available SMF music files, such works may violate copyright law if used for any purpose other than personal enjoyment. Roland takes no responsibility for any copyright violation you may commit by creating such works.

## ■ The ATELIER Allows You To Use the Following Music Files

### VIMA TUNES

VIMA TUNES is a Roland specification for music files that contains image and lyric data, allowing you to enjoy songs with lyrics and images simultaneously. When data bearing the "VIMA TUNES" logo is played back on a device that bears the same logo, lyrics can be shown on the screen of a connected external display or television, letting you enjoy karaoke or watch a slide show.

\* This instrument (AT-75) is not able to play back VIMA TUNES images.

### SMF Music Files

SMFs (Standard MIDI Files) use a standard format for music file that was formulated so that files containing music file could be widely compatible, regardless of the manufacturer of the listening device. An enormous variety of music is available, whether it be for listening, for practicing musical instruments, for Karaoke, etc.

### SMF with Lyrics

"SMF with Lyrics" refers to SMF (Standard MIDI File) that contains the lyrics. When Music Files carrying the "SMF with Lyrics" logo are played back on a compatible device (one bearing the same logo), the lyrics will appear in its display.

The ATELIER come equipped with GM 2/GS sound generators.

## ■ About the ATELIER Sound Generator

The ATELIER come equipped with GM 2/GS sound generators.

### General MIDI

The General MIDI is a set of recommendations which seeks to provide a way to go beyond the limitations of proprietary designs, and standardize the MIDI capabilities of sound generating devices. Sound generating devices and music files that meets the General MIDI standard bears the General MIDI logo. Music files bearing the General MIDI logo can be played back using any General MIDI sound generating unit to produce essentially the same musical performance.

### General MIDI 2

The upwardly compatible General MIDI 2 recommendations pick up where the original General MIDI left off, offering enhanced expressive capabilities, and even greater compatibility. Issues that were not covered by the original General MIDI recommendations, such as how sounds are to be edited, and how effects should be handled, have now been precisely defined. Moreover, the available sounds have been expanded. General MIDI 2 compliant sound generators are capable of reliably playing back music files that carry either the General MIDI or General MIDI 2 logo.

In some cases, the conventional form of General MIDI, which does not include the new enhancements, is referred to as "General MIDI 1" as a way of distinguishing it from General MIDI 2.

### GS Format

The GS Format is Roland's set of specifications for standardizing the performance of sound generating devices. In addition to including support for everything defined by the General MIDI, the highly compatible GS Format additionally offers an expanded number of sounds, provides for the editing of sounds, and spells out many details for a wide range of extra features, including effects such as reverb and chorus. Designed with the future in mind, the GS Format can readily include new sounds and support new hardware features when they arrive. Since it is upwardly compatible with the General MIDI, Roland's GS Format is capable of reliably playing back GM Scores equally as well as it performs GS music files (music files that have been created with the GS Format in mind). This product supports both the General MIDI 2 and the GS Format, and can be used to play back music data carrying either of these logos.

### XGlite

XG is a tone generator format of YAMAHA Corporation, that defines the ways in which voices are expanded or edited and the structure and type of effects, in addition to the General MIDI specification. XGlite is a simplified version of XG tone generation format. You can play back any XG music files using an XGlite tone generator. However, keep in mind that some music files may play back differently compared to the original files, due to the reduced set of control parameters and effects.

# Settings That Are Stored After the Power Is Turned Off

## Settings That Are Stored After the Power is Turned Off

Arranger Update  
Auto Std Tempo (Auto Standard Tempo)  
Lyrics  
Master Tune  
Metronome Sound  
MIDI IN Mode  
Registration Shift  
Send PC Switch  
Trans. Update (Transpose Update)  
USB Driver  
Registration Name

## Settings That Are Stored In the Registration Buttons

Registration Name  
Registration Shift  
Arranger Update  
Trans. Update (Transpose Update)

## Settings That Are Stored In the Individual Registration Buttons

Reverb Type  
Reverb Depth  
Pedal [To Lower] button (ON/OFF)  
Transpose [ ] [ + ] buttons (Key Transpose)  
L Foot Switch Assignment (Left Foot Switch Assignment)  
R Foot Switch Assignment (Right Foot Switch Assignment)  
[Harmony Intelligence] button (ON/OFF)  
Harmony Intelligence Type  
Rotary [Fast/Slow] button (ON/OFF)  
Rotary [On/Off] button (ON/OFF)  
Pedal Bass Mode  
Solo Mode  
Bass Split (ON/OFF)  
Bass Split Point  
Sustain ON/OFF  
Sustain Length  
Tx MIDI Channel  
Initial Touch (Initial Touch Sensitivity)  
Vintage Organ Type  
Vintage Organ Volume  
PC Number (Program Change Number)  
Bank LSB (Bank Select LSB)  
Bank MSB (Bank Select MSB)  
Wall Type

The Voices assigned for each part  
Level [ ▲ ] [ ▼ ] buttons (Part Balance Volume)  
The Reverb depth for each part  
The Octave shift settings for each part  
The voices assigned to the [Others] buttons for each part  
[Drums/SFX] button (ON/OFF)  
Drums/SFX Set  
Selected Rhythm  
[Intro/Ending] button (ON/OFF)  
Sync Start (ON/OFF)  
Variation  
Chord Intelligence ON/OFF  
Leading Bass ON/OFF  
Arranger [On/Off] button (ON/OFF)  
Lower Voice Hold (ON/OFF)  
Tempo setting  
Volume of the Rhythm part  
Reverb depth of the Rhythm Accompaniment part  
Reverb depth of the Rhythm drum part  
Reverb depth of the Rhythm bass part

# MIDI Implementation Chart

Function...	Transmitted	Recognized	Remarks
<b>Basic Channel</b> Default  Changed	2 (Pedal) 3 (Lower) 4 (Upper) 11 (Drums/SFX) 16 (Expression, PC)  1-16	1 (Solo) *5 2 (Pedal) *5 3 (Lower) *5 4 (Upper) *5 11 (Drums/SFX) *5 16 (Expression) *5 1-16 (GM2/GS) *6 X	
<b>Mode</b> Default Messages Altered	x x *****	Mode 3 Mode 3, 4 (M=1) *10	
<b>Note Number :</b> True Voice	32-103 *****	0-127 0-127	
<b>Velocity</b> Note ON Note OFF	O *1 x 8n v=64	O x	
<b>After Touch</b> Key's Ch's	x x	O *2, 8 O *2, 7, 8, 9	
<b>Pitch Bend</b>	x	O *2, 7, 8, 9	
<b>Control Change</b>	0, 32 O *1 1 x 5 x 6, 38 x 7 x 10 x 11 O 16 x 64 O 65 x 66 x 67 x 71 x 72 x 73 x 74 x 75 x 76 x 77 x 84 x 91 x 93 x 98, 99 x 100, 101 x	O *3, 7, 8 O *2, 7, 8, 9 O *2, 7, 8 O *2, 7, 8, 9 O *2, 7, 8, 9 O *3, 7, 8, 9 O *3, 7, 8, 9 O *4 O *3, 7, 8, 9 O *3, 7, 8 O *2, 7, 8 O *2, 7, 8 O *7 O *7 O *7 O *7 O *7 O *7 O *7 O *7 O *7 O *2, 8 O *3, 7, 8 O *3, 7, 8 O *3, 8 O *2, 7, 8, 9	Bank select Modulation Portamento time Data entry Volume Panpot Expression General purpose controller (Glide) Hold 1 Portamento Sostenuto Soft Resonance Release Time Attack Time Cut off Decay Time Vibrato Time Vibrato Depth Portamento control Effect1 depth Effect3 depth NRPN LSB, MSB RPN LSB, MSB
<b>Prog Change</b> : True #	0-127 *1 *****	O *3, 7, 8, 9 0-127	Program number 1-128
<b>System Exclusive</b>	O *11	O	
<b>System Common</b> : Song Pos : Song Sel : Tune	x x x	x x x	
<b>System Real Time</b> : Clock : Commands	O O	x x	
<b>Aux Message</b> : All sound off : Reset all controllers : Local Control : All Notes OFF : Active Sense : Reset	x x x x O x	O (120, 126, 127) *7, 8 O *7, 8 x O (123-125) *7, 8, 9 O x	
<b>Notes</b>	* 1 O x is selectable. * 2 O x is selectable by SysEx. (GS Part) * 3 Not received in the keyboard part * 4 Can be received in the keyboard part * 5 With MIDI IN Mode 2	* 6 With MIDI IN Mode 1 * 7 Received in GM2 mode * 8 Received in GS mode * 9 Received in General MIDI mode * 10 Recognized as M=1 even if M≠1. * 11 V-LINK	

Mode 1 : OMNI ON, POLY  
Mode 3 : OMNI OFF, POLY

Mode 2 : OMNI ON, MONO  
Mode 4 : OMNI OFF, MONO

O : Yes  
X : No

# Main Specifications

## AT-75: MUSIC ATELIER

<b>Keyboard</b>	Upper Keyboard	49 keys (C3–C7)
	Lower keyboard	49 keys (Waterfall keyboard, C2–C6)
	Pedalboard	13 keys (C2–C3)
	Initial Touch	Upper, Lower (10 levels for each)
<b>Sound Generator</b>	Sound Generator	Conforms to GENERAL MIDI Level 2, GENERAL MIDI System, GS and XGLite format
	Max. Polyphony	128
	Voice	60 Voices (Included 2 Active Expression Voices)
	Part	Upper, Lower, Solo, Pedal
	Vintage Organ	Flute (with harmonic bars)
<b>Rhythm</b>	Rhythm	40 Rhythms in 8 groups x 4 variations
	User Rhythm	99 Rhythms
<b>Arranger Function</b>	Tempo, Arranger On/Off, Start/Stop, Sync Start, Intro/Ending, Intro Count Down, Break, Auto Fill In, Variation (4 variations), One Touch Program, Chord Intelligence, Leading Bass, Auto Standard Tempo	
<b>One Touch Program</b>	40 Rhythmsx4 variations	
<b>Drums/SFX Sets</b>	6 Drum Sets+1 SFX Set	
<b>Harmony Intelligence</b>	6 types	
<b>Master Tuning</b>	415.3 Hz–466.2 Hz (0.1 Hz steps)	
<b>Key Transpose</b>	-4→+7 (in semitones)	
<b>Playback Transpose</b>	-6→+5 (in semitones)	
<b>Effects</b>	Rotary Sound, RSS Reverb, Sustain, Glide	
<b>Registration</b>	Registration	4
	Function	Load Next, File Edit
<b>Composer</b>	Tracks	7 tracks (playback)
	Note Storage	Approx. 40,000 notes
	Song Length	Max. 999 measures
	Tempo	Quarter note = 20–500
	Resolution	120 ticks per quarter note
	Recording	Realtime (Replace)
<b>Lyrics Display</b>	Alphabet	
<b>File Storage</b>	Media	USB Memory, Floppy Disk (in the case of using optional USB Floppy Disk drive FD-01A)
	Save Format	MUSIC ATELIER original format, SMF format 0
	Songs	Max. 99 songs for each folder
<b>Rated Power Output</b>	15 W+15 W	

<b>Speaker</b>	Full-range 16 cm x 2	
<b>Display</b>	128 x 64 dots backlit LCD	
<b>Pedals, Switches</b>	Expression Pedal, Foot Switch: 2 pcs. (function assignable)	
<b>Connectors</b>	Audio Output Jacks (L/mono, R), Audio Input Jacks (L/mono, R), Phones Jack (stereo) x 2, MIDI Connectors (In, Out), USB, Jack, External Memory Connector (USB Memory Connector), AC Inlet	
<b>Power Supply</b>	AC 117 V, 230 V, 240 V	
<b>Power Consumption</b>	60 W	
<b>Finish</b>	Simulated Dark Walnut	
<b>Dimensions</b>	Console (included Music Rest)	1,210 (W) x 534 (D) x 390 (H) mm 47-11/16 (W) x 21-1/16 (D) x 15-3/8 (H) inches
	Stand	1,229 (W) x 515 (D) x 748 (H) mm 48-7/16 (W) x 20-5/16 (D) x 29-1/2 (H) inches
	Total	1,229 (W) x 542 (D) x 1,096 (H) mm 48-7/16 (W) x 21-3/8 (D) x 43-3/16 (H) inches
<b>Weight</b>	Console	32.5 kg / 72 lbs
	Stand	21.5 kg / 48 lbs
	Total	54 kg / 120 lbs
<b>Accessories</b>	Music Rest, Power Cord, Knob Bolt x 2, Console Cover, Cord Hook, Owner's Manual, Voice & Rhythm Guide	
<b>Options</b>	Bench, Stereo Headphones, USB Memory (M-UF1G), USB Floppy Disk Drive (FD-01A), CD Drive Holder (DH-01)	

\* In the interest of product improvement, the specifications and/or appearance of this unit are subject to change without prior notice.

# Demo Song List

For details on how to play the demo songs, refer to "Listening to the Demo Songs" (p. 22)

Song Title	Composer	Player	Copyright
Jazz Organ	Akio Sasaki	Akio Sasaki	© 2007 Roland Corporation
Slow Waltz	Ric Iannone	Ric Iannone	© 2003 Roland Corporation
Hawaiian	Ric Iannone	Ric Iannone	© 2003 Roland Corporation
Dixieland	Ric Iannone	Ric Iannone	© 2003 Roland Corporation
Soft Gospel	Ric Iannone	Ric Iannone	© 2001 Roland Corporation
Jazz Scat	Ric Iannone	Ric Iannone	© 1999 Roland Corporation

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\* No data for the music that is played will be output from MIDI Out connector.

## Profile

### Akio Sasaki

After graduating from the Berklee College of Music in Boston as a principle, Akio has been active as a top jazz organ player in Japan. He performs live throughout the country, and also teaches at the Senzoku Gakuen College of Music and at the Kyoto Musical Academy. Additionally, he has published numerous arrangements, works of music theory, and music education books. In 2005 he released his own trio's CD album "Glide in Blue," receiving high praise not only from organ fans but also from many jazz fans. In 2007 he released his new album "Fly by Night," and his musical career continues to expand.

### Ric Iannone

Ric Iannone began playing the piano and accordion at the age of two and a half. By the time he was seven, he was performing public and private engagements with his musician father. For more than 20 years Ric has performed and traveled extensively throughout the United States and Europe, delighting audiences with his unique playing style and music arrangements. He is equally comfortable playing the organ, piano or keyboard, as a concert artist and product demonstrator.



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# Information

When you need repair service, call your nearest Roland Service Center or authorized Roland distributor in your country as shown below.

## AFRICA

### EGYPT

**Al Fanny Trading Office**  
9, EBN Hagar Al Askalany Street,  
ARD El Golf, Heliopolis,  
Cairo 11341, EGYPT  
TEL: (022)-418-5531

### REUNION

**Maison FO - YAM Marcel**  
25 Rue Jules Hermann,  
Chaudron - BP79 97 491  
Ste Clotilde Cedex,  
REUNION ISLAND  
TEL: (0262) 218-429

### SOUTH AFRICA

**T.O.M.S. Sound & Music (Pty)Ltd.**  
2 ASTRON ROAD DENVER  
JOHANNESBURG ZA 2195,  
SOUTH AFRICA  
TEL: (011)417 3400

**Paul Bothner(PTY)Ltd.**  
Royal Cape Park, Unit 24  
Londonderry Road, Ottery 7800  
Cape Town, SOUTH AFRICA  
TEL: (021) 799 4900

## ASIA

### CHINA

**Roland Shanghai Electronics Co.,Ltd.**  
5F, No.1500 Pingliang Road  
Shanghai 200090, CHINA  
TEL: (021) 5580-0800

**Roland Shanghai Electronics Co.,Ltd.**  
**(BEIJING OFFICE)**  
10F, No.18 3 Section Anhuaxili  
Chaoyang District Beijing  
100011 CHINA  
TEL: (010) 6426-5050

### HONG KONG

**Tom Lee Music Co., Ltd.**  
**Service Division**  
22-32 Pun Shan Street, Tsuen  
Wan, New Territories,  
HONG KONG  
TEL: 2415 0911

**Parsons Music Ltd.**  
8th Floor, Railway Plaza, 39  
Chatham Road South, T.S.T,  
Kowloon, HONG KONG  
TEL: 2333 1863

### INDIA

**Rivera Digitec (India) Pvt. Ltd.**  
411, Nirman Kendra  
Mahalaxmi Flats Compound  
Off. Dr. Edwin Moses Road,  
Mumbai-400011, INDIA  
TEL: (022) 2493 9051

### INDONESIA

**PT Citra IntiRama**  
Jl. Cideng Timur No. 15J-15O  
Jakarta Pusat  
INDONESIA  
TEL: (021) 6324170

### KOREA

**Cosmos Corporation**  
1461-9, Seocho-Dong,  
Seocho Ku, Seoul, KOREA  
TEL: (02) 3486-8855

### MALAYSIA

**Roland Asia Pacific Sdn. Bhd.**  
45-1, Block C2, Jalan PJU 1/39,  
Dataran Prima, 47301 Petaling  
Jaya, Selangor, MALAYSIA  
TEL: (03) 7805-3263

### VIET NAM

**Suoi Nhap Company, Ltd**  
370 Cach Mang Thang Tam St.  
Dist.3, Ho Chi Minh City,  
VIET NAM  
TEL: 9316540

### PHILIPPINES

**G.A. Yupangco & Co. Inc.**  
339 Gil J. Puyat Avenue  
Makati, Metro Manila 1200,  
PHILIPPINES  
TEL: (02) 899 9801

### SINGAPORE

**SWEE LEE MUSIC COMPANY PTE. LTD.**  
150 Sims Drive,  
SINGAPORE 387381  
TEL: 6846-3676

### TAIWAN

**ROLAND TAIWAN ENTERPRISE CO., LTD.**  
Room 5, 9fl. No. 112 Chung  
Shan N.Road Sec.2, Taipei,  
TAIWAN, R.O.C.  
TEL: (02) 2561 3399

### THAILAND

**Theera Music Co., Ltd.**  
100-108 Soi Verg  
Nakornkanem New  
Road,Sumpantawongse,  
Bangkok 10100 THAILAND  
TEL: (02) 224-8821

## AUSTRALIA/ NEW ZEALAND

### AUSTRALIA/ NEW ZEALAND

**Roland Corporation  
Australia Pty.,Ltd.**  
38 Campbell Avenue  
Dee Why West. NSW 2099  
AUSTRALIA

For Australia  
TEL: (02) 9982 8266  
For New Zealand  
TEL: (09) 3098 715

## CENTRAL/LATIN AMERICA

### ARGENTINA

**Instrumentos Musicales S.A.**  
Av.Santa Fe 2055  
(1123) Buenos Aires  
ARGENTINA  
TEL: (011) 4508-2700

### BARBADOS

**A&B Music Supplies LTD**  
12 Webster Industrial Park  
Wildely, St.Michael, Barbados  
TEL: (246)430-1100

### BRAZIL

**Roland Brasil Ltda.**  
Rua San Jose, 780 Sala B  
Parque Industrial San Jose  
Cotia - Sao Paulo - SP, BRAZIL  
TEL: (011) 4615 5666

### CHILE

**Commercial Fancy II S.A.**  
Rut: 96.919.420-1  
Nataniel Cox #739, 4th Floor  
Santiago - Centro, CHILE  
TEL: (02) 688-9540

### COLOMBIA

**Centro Musical Ltda.**  
Cra 43 B No 25 A 41 Bododega 9  
Medellin, Colombia  
TEL: (574)3812529

### COSTA RICA

**JUAN Bansbach Instrumentos Musicales**  
Ave.1. Calle 11, Apartado  
10237,  
San Jose, COSTA RICA  
TEL: 258-0211

### CURACAO

**Zeelandia Music Center Inc.**  
Orionweg 30  
Curacao, Netherland Antilles  
TEL:(305)5926866

### DOMINICAN REPUBLIC

**Instrumentos Fernando Giraldez**  
Calle Proyecto Central No.3  
Ens-La Esperilla  
Santo Domingo,  
Dominican Republic  
TEL:(809) 683 0305

### ECUADOR

**Mas Musica**  
Rumichaca 822 y Zaruma  
Guayaquil - Ecuador  
TEL:(593-4)2302364

### EL SALVADOR

**OMNI MUSIC**  
75 Avenida Norte y Final  
Alameda Juan Pablo II,  
Edificio No.4010 San Salvador,  
EL SALVADOR  
TEL: 262-0788

### GUATEMALA

**Casa Instrumental**  
Calzada Roosevelt 34-01,zona 11  
Ciudad de Guatemala  
Guatemala  
TEL:(502) 599-2888

### HONDURAS

**Almacen Pajaro Azul S.A. de C.V.**  
BO.Paz Barahona  
3 Ave.11 Calle S.O  
San Pedro Sula, Honduras  
TEL: (504) 553-2029

### MARTINIQUE

**Musique & Son**  
Z.I.Les Mangle  
97232 Le Lamantin  
Martinique F.W.I.  
TEL: 596 596 426860

**Gigamus SARL**  
10 Rue De La Folie  
97200 Fort De France  
Martinique F.W.I.  
TEL: 596 596 715222

### MEXICO

**Casa Veerkamp, s.a. de c.v.**  
Av. Toluca No. 323, Col. Oliver  
de los Padres 01780 Mexico  
D.F. MEXICO  
TEL: (55) 5668-6699

### NICARAGUA

**Bansbach Instrumentos Musicales Nicaragua**  
Altamira D'Este Calle Principal  
de la Farmacia 5ta.Avenida  
1 Cuadra al Lago.#503  
Managua, Nicaragua  
TEL: (505)277-2557

### PANAMA

**SUPRO MUNDIAL, S.A.**  
Boulevard Andrews, Albrook,  
Panama City, REP. DE  
PANAMA  
TEL: 315-0101

### PARAGUAY

**Distribuidora De Instrumentos Musicales**  
J.E. Olear y ESQ. Manduvira  
Asuncion PARAGUAY  
TEL: (595) 21 492147

### PERU

**Audionet**  
Distribuciones Musicales SAC  
Juan Fanning 530  
Miraflores  
Lima - Peru  
TEL: (511) 4461388

### TRINIDAD

**AMR Ltd**  
Ground Floor  
Maritime Plaza  
Barataria Trinidad W.I.  
TEL: (868) 638 6385

### URUGUAY

**Todo Musica S.A.**  
Francisco Acuna de Figueroa  
1771  
C.P.: 11.800  
Montevideo, URUGUAY  
TEL: (02) 924-2335

### VENEZUELA

**Instrumentos Musicales**  
**Allegro,C.A.**  
Av.las industrias edf.Guitar  
import  
#7 zona Industrial de Turumo  
Caracas, Venezuela  
TEL: (212) 244-1122

## EUROPE

### AUSTRIA

**Roland Elektronische Musikinstrumente HmbH.**  
**Austrian Office**  
Eduard-Bodem-Gasse 8,  
A-6020 Innsbruck, AUSTRIA  
TEL: (0512) 26 44 260

### BELGIUM/FRANCE/ HOLLAND/ LUXEMBOURG

**Roland Central Europe N.V.**  
Houtstraat 3, B-2260, Oevel  
(Westerlo) BELGIUM  
TEL: (014) 575811

### CROATIA

**ART-CENTAR**  
Degenova 3,  
HR - 10000 Zagreb  
TEL: (1) 466 8493

### CZECH REP.

**CZECH REPUBLIC DISTRIBUTOR s.r.o**  
Votárova 247/16  
CZ - 180 00 PRAHA 8,  
CZECH REP.  
TEL: (2) 830 20270

### DENMARK

**Roland Scandinavia A/S**  
Nordhavnsvej 7, Postbox 880,  
DK-2100 Copenhagen  
DENMARK  
TEL: 3916 6200

### FINLAND

**Roland Scandinavia As, Filial Finland**  
Elannonitie 5  
FIN-01510 Vantaa, FINLAND  
TEL: (09) 68 24 020

### GERMANY

**Roland Elektronische Musikinstrumente HmbH.**  
Oststrasse 96, 22844  
Norderstedt, GERMANY  
TEL: (040) 52 60090

### GREECE/CYPRUS

**STOLLAS S.A.**  
**Music Sound Light**  
155, New National Road  
Patras 26442, GREECE  
TEL: 2610 435400

### HUNGARY

**Roland East Europe Ltd.**  
Warehouse Area 'DEPO' Pf.83  
H-2046 Torokbalint,  
HUNGARY  
TEL: (23) 511011

### IRELAND

**Roland Ireland**  
G2 Calmount Park, Calmount  
Avenue, Dublin 12  
Republic of IRELAND  
TEL: (01) 4294444

### ITALY

**Roland Italy S. p. A.**  
Viale delle Industrie 8,  
20020 Arese, Milano, ITALY  
TEL: (02) 937-78300

### NORWAY

**Roland Scandinavia Avd.**  
**Kontor Norge**  
Lilleakerveien 2 Postboks 95  
Lilleaker N-0216 Oslo  
NORWAY  
TEL: 2273 0074

### POLAND

**ROLAND POLSKA SP. Z O.O.**  
UL. Gibraltarska 4.  
PL-03 664 Warszawa  
POLAND  
TEL: (022) 679 4419

### PORTUGAL

**Roland Iberia, S.L.**  
**Portugal Office**  
Cais das Pedras, 8/9-1 Dto  
4050-465, Porto, PORTUGAL  
TEL: 22 608 00 60

### ROMANIA

**FBS LINES**  
Piata Libertatii 1,  
535500 Gheorgheni,  
ROMANIA  
TEL: (266) 364 609

### RUSSIA

**MuTek**  
Dorozhnaya ul.3, korp.6  
117 545 Moscow, RUSSIA  
TEL: (095) 981-4967

### SLOVAKIA

**DAN Acoustic s.r.o.**  
Povazská 18,  
SK - 940 01 Nové Zámky  
TEL: (035) 6424 330

### SPAIN

**Roland Iberia, S.L.**  
Paseo Garcia Faria, 33-35  
08005 Barcelona SPAIN  
TEL: 93 493 91 00

### SWEDEN

**Roland Scandinavia A/S**  
**SWEDISH SALES OFFICE**  
Danvik Center 28, 2 tr.  
S-131 30 Nacka SWEDEN  
TEL: (08) 702 00 20

### SWITZERLAND

**Roland (Switzerland) AG**  
Landstrasse 5, Postfach,  
CH-4452 Itingen,  
SWITZERLAND  
TEL: (061) 927-8383

### UKRAINE

**EURHYTHMICS Ltd.**  
P.O.Box: 37-a,  
Nedecey Str. 30  
UA - 89600 Mukachevo,  
UKRAINE  
TEL: (03131) 414-40

### UNITED KINGDOM

**Roland (U.K.) Ltd.**  
Atlantic Close, Swansea  
Enterprise Park, SWANSEA  
SA7 9FJ,  
UNITED KINGDOM  
TEL: (01792) 702701

## MIDDLE EAST

### BAHRAIN

**Moon Stores**  
No.1231&1249 Rumaytha  
Building Road 3931, Manama  
339 BAHRAIN  
TEL: 17 813 942

### IRAN

**MOCO INC.**  
No.41 Nike St., Dr.Shariyati Ave.,  
Roberoye Cerahe Mirdamad  
Tehran, IRAN  
TEL: (021)-2285-4169

### ISRAEL

**Haliit P. Greenspoon & Sons Ltd.**  
8 Retzif Ha'alia Hashnia St.  
Tel-Aviv-Yafo ISRAEL  
TEL: (03) 6823666

### JORDAN

**MUSIC HOUSE CO. LTD.**  
**FREDDY FOR MUSIC**  
P. O. Box 922846  
Amman 11192 JORDAN  
TEL: (06) 5692696

### KUWAIT

**EASA HUSAIN AL-YOUSIFI & SONS CO.**  
Al-Yousifi Service Center  
P.O.Box 126 (Safat) 13002  
KUWAIT  
TEL: 00 965 802929

### LEBANON

**Chahine S.A.L.**  
George Zeidan St., Chahine  
Bldg., Achrafieh, P.O.Box: 16-  
5857  
Beirut, LEBANON  
TEL: (01) 20-1441

### OMAN

**TALENTZ CENTRE L.L.C.**  
Malatan House No.1  
Al Noor Street, Ruwi  
SULTANATE OF OMAN  
TEL: 2478 3443

### QATAR

**Al Emadi Co. (Badie Studio & Stores)**  
P.O. Box 62, Doha, QATAR  
TEL: 4423-554

### SAUDI ARABIA

**aDawlah Universal Electronics APL**  
Behind Pizza Inn  
Prince Turkey Street  
aDawlah Building,  
PO BOX 2154,  
Alkhubar 31952  
SAUDI ARABIA  
TEL: (03) 8643601

### SYRIA

**Technical Light & Sound Center**  
Rawda, Abdoul Qader Zajairi St.  
Bldg. No. 21, P.O.BOX 13520,  
Damascus, SYRIA  
TEL: (011) 223-5384

### TURKEY

**ZUHAL DIS TICARET A.S.**  
Galip Dede Cad. No.37  
Beyoglu - Istanbul / TURKEY  
TEL: (0212) 249 85 10

### U.A.E.

**Zak Electronics & Musical Instruments Co. L.L.C.**  
Zabeel Road, Al Shercoq Bldg.,  
No. 14, Ground Floor, Dubai,  
U.A.E.  
TEL: (04) 3360715

## NORTH AMERICA

### CANADA

**Roland Canada Ltd.**  
**(Head Office)**  
5480 Parkwood Way  
Richmond B. C., V6V 2M4  
CANADA  
TEL: (604) 270 6626

### Roland Canada Ltd.

**(Toronto Office)**  
170 Admiral Boulevard  
Mississauga On L5T 2N6  
CANADA  
TEL: (905) 362 9707

### U. S. A.

**Roland Corporation U.S.**  
5100 S. Eastern Avenue  
Los Angeles, CA 90040-2938,  
U. S. A.  
TEL: (323) 890 3700

**For EU Countries**



- UK** This symbol indicates that in EU countries, this product must be collected separately from household waste, as defined in each region. Products bearing this symbol must not be discarded together with household waste.
- DE** Dieses Symbol bedeutet, dass dieses Produkt in EU-Ländern getrennt vom Hausmüll gesammelt werden muss gemäß den regionalen Bestimmungen. Mit diesem Symbol gekennzeichnete Produkte dürfen nicht zusammen mit dem Hausmüll entsorgt werden.
- FR** Ce symbole indique que dans les pays de l'Union européenne, ce produit doit être collecté séparément des ordures ménagères selon les directives en vigueur dans chacun de ces pays. Les produits portant ce symbole ne doivent pas être mis au rebut avec les ordures ménagères.
- IT** Questo simbolo indica che nei paesi della Comunità europea questo prodotto deve essere smaltito separatamente dai normali rifiuti domestici, secondo la legislazione in vigore in ciascun paese. I prodotti che riportano questo simbolo non devono essere smaltiti insieme ai rifiuti domestici. Ai sensi dell'art. 13 del D.Lgs. 25 luglio 2005 n. 151.
- ES** Este símbolo indica que en los países de la Unión Europea este producto debe recogerse aparte de los residuos domésticos, tal como está regulado en cada zona. Los productos con este símbolo no se deben depositar con los residuos domésticos.
- PT** Este símbolo indica que nos países da UE, a recolha deste produto deverá ser feita separadamente do lixo doméstico, de acordo com os regulamentos de cada região. Os produtos que apresentem este símbolo não deverão ser eliminados juntamente com o lixo doméstico.
- NL** Dit symbool geeft aan dat in landen van de EU dit product gescheiden van huishoudelijk afval moet worden aangeboden, zoals bepaald per gemeente of regio. Producten die van dit symbool zijn voorzien, mogen niet samen met huishoudelijk afval worden verwijderd.
- DK** Dette symbol angiver, at i EU-lande skal dette produkt opsamles adskilt fra husholdningsaffald, som defineret i hver enkelt region. Produkter med dette symbol må ikke smides ud sammen med husholdningsaffald.
- NO** Dette symbolet indikerer at produktet må behandles som spesialavfall i EU-land, iht. til retningslinjer for den enkelte regionen, og ikke kastes sammen med vanlig husholdningsavfall. Produkter som er merket med dette symbolet, må ikke kastes sammen med vanlig husholdningsavfall.

- SE** Symbolen anger att i EU-länder måste den här produkten kasseras separat från hushållsavfall, i enlighet med varje regions bestämmelser. Produkter med den här symbolen får inte kasseras tillsammans med hushållsavfall.
- FI** Tämä merkintä ilmaisee, että tuote on EU-maissa kerättävä erillään kotitalousjätteistä kunkin alueen voimassa olevien määräysten mukaisesti. Tällä merkinnällä varustettuja tuotteita ei saa hävittää kotitalousjätteiden mukana.
- HU** Ez a szimbólum azt jelenti, hogy az Európai Unióban ezt a terméket a háztartási hulladéktól elkülönítve, az adott régióban érvényes szabályozás szerint kell gyűjteni. Az ezzel a szimbóllal ellátott termékeket nem szabad a háztartási hulladék közé dobni.
- PL** Symbol oznacza, że zgodnie z regulacjami w odpowiednim regionie, w krajach UE produktu nie należy wyrzucać z odpadami domowymi. Produktów opatrzonych tym symbolem nie można utylizować razem z odpadami domowymi.
- CZ** Tento symbol udává, že v zemích EU musí být tento výrobek sbírán odděleně od domácího odpadu, jak je určeno pro každý region. Výrobky nesoucí tento symbol se nesmí vyhazovat spolu s domácím odpadem.
- SK** Tento symbol vyjadruje, že v krajinách EÚ sa musí zber tohto produktu vykonávať oddelene od domového odpadu, podľa nariadení platných v konkrétnej krajine. Produkty s týmto symbolom sa nesmú vyhazovať spolu s domovým odpadom.
- EE** See sümbol näitab, et EL-i maades tuleb see toode olemprügist eraldi koguda, nii nagu on igas piirkonnas määratletud. Selle sümboliga märgitud tooteid ei tohi ära visata koos olmeprügiga.
- LT** Šis simbolis rodo, kad ES šalyse šis produktas turi būti surenkamas atskirai nuo buitinių atliekų, kaip nustatyta kiekvienoje regione. Šiuo simboliu paženklinėti produktai neturi būti išmetami kartu su buitinių atliekomis.
- LV** Šis simbols norāda, ka ES valstīs šo produktu jāievāc atsevišķi no mājāsaimniecības atkritumiem, kā noteikts katrā reģionā. Produktus ar šo simbolu nedrīkst izmest kopā ar mājāsaimniecības atkritumiem.
- SI** Ta simbol označuje, da je treba proizvod v državah EU zbirati ločeno od gospodinjjskih odpadkov, tako kot je določeno v vsaki regiji. Proizvoda s tem znakom ni dovoljeno odlagati skupaj z gospodinjjskimi odpadki.
- GR** Το σύμβολο αυτό υποδηλώνει ότι στις χώρες της Ε.Ε. το συγκεκριμένο προϊόν πρέπει να συλλέγεται χωριστά από τα υπόλοιπα οικιακά απορρίμματα, σύμφωνα με όσα προβλέπονται σε κάθε περιοχή. Τα προϊόντα που φέρουν το συγκεκριμένο σύμβολο δεν πρέπει να απορρίπτονται μαζί με τα οικιακά απορρίμματα.

**For China**

## 有关产品中所含有害物质的说明

本资料就本公司产品中所含的特定有害物质及其安全性予以说明。  
本资料适用于 2007 年 3 月 1 日以后本公司所制造的产品。

### 环保使用期限



此标志适用于在中国国内销售的电子信息产品，表示环保使用期限的年数。所谓环保使用期限是指在自制造日起的规定的期限内，产品中所含的有害物质不致引起环境污染，不会对人身、财产造成严重的不良影响。环保使用期限仅在遵照产品使用说明书，正确使用产品的条件下才有效。不当的使用，将会导致有害物质泄漏的危险。

### 产品中有毒有害物质或元素的名称及含量

部件名称	有毒有害物质或元素					
	铅(Pb)	汞(Hg)	镉(Cd)	六价铬(Cr(VI))	多溴联苯(PBB)	多溴二苯醚(PBDE)
外壳(壳体)	×	○	○	○	○	○
电子部件(印刷电路板等)	×	○	×	○	○	○
附件(电源线、交流适配器等)	×	○	○	○	○	○

○：表示该有毒有害物质在该部件所有均质材料中的含量均在 SJ/T11363-2006 标准规定的限量要求以下。  
×：表示该有毒有害物质至少在该部件的某一均质材料中的含量超出 SJ/T11363-2006 标准规定的限量要求。  
因根据现有的技术水平，还没有什么物质能够代替它。



For EU Countries

This product complies with the requirements of EMCD 2004/108/EC and LVD 2006/95/EC.

For the USA

## FEDERAL COMMUNICATIONS COMMISSION RADIO FREQUENCY INTERFERENCE STATEMENT

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation.

Unauthorized changes or modification to this system can void the users authority to operate this equipment.  
This equipment requires shielded interface cables in order to meet FCC class B Limit.

For Canada

### NOTICE

This Class B digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations.

### AVIS

Cet appareil numérique de la classe B respecte toutes les exigences du Règlement sur le matériel brouilleur du Canada.

For C.A. US (Proposition 65)

### WARNING

This product contains chemicals known to cause cancer, birth defects and other reproductive harm, including lead.

For the USA

## DECLARATION OF CONFORMITY Compliance Information Statement

Model Name : AT-75  
Type of Equipment : Digital Organ  
Responsible Party : Roland Corporation U.S.  
Address : 5100 S. Eastern Avenue, Los Angeles, CA 90040-2938  
Telephone : (323) 890-3700



Roland®



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